

XP-002303643



*Automation Solutions*

# **Air Client**

## **Reference Guide**

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## **Contents**





# Introduction

This reference guide describes the functionality of the Air Client workstation version 1.7.

It requires familiarity with the basic functions and operations of Microsoft Windows. If you are not familiar with this operating system, consult the manual that came with it.

## Functional Overview

The Air Client workstation is a client on the Harris Network. It allows you to edit and create playlists with secondary events and transition effects for broadcast. Device status and device storage windows can be used as resources for creating playlists and allow you to control devices connected to the network.

Air Client provides integrated control of broadcast devices, such as cart machines, VTRs, still stores, character generators, master control switchers and video disk servers.

Air Client also provides automated playout. Each event in a playlist will play at its start times without operator intervention. In problematic situations, operators may intervene at anytime to change playlists and control devices using the mouse, keyboard and hardware control panel.

Other features of Air Client include:

- ◆ Customizable as-run and error logging.
- ◆ Create playlists with customizable transition effects and secondary events.
- ◆ Control playlists with an LCP-20 hardware control panel.
- ◆ Compile events on a single tape.
- ◆ Transfer active spots from a library cart machine or archive device into a video cache.

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## What's In This Guide

Chapter 2, Getting Started. Describes how to start using Air Client. Covered topics include connecting Air Client to a server and authenticating the Air Client workstation. It also provides an overview of the Air Client desktop.

Chapter 3, Playlists and Events. Provides a reference to the basic information you need to know to use Air Client effectively. Covers primary events and types, as well as secondary events. Transition effects and traffic lists are also covered.

Chapter 4, Transmission List Window. Describes how to air playlists using a transmission list window. Discusses the functions of the software and hardware control panels, as well as how Air Client validates events in a playlist.

Chapter 5, Compile List Window. Describes how to compile playlist events onto a single tape using the compiler feature.

Chapter 6, Resources. Use Air Client's resources, the database and device storage and device status windows, to build playlists and validate event information.

## Typesetting Conventions

The following typographic conventions are used in this manual:

- ◆ **Courier** indicates text that is entered by the user.
- ◆ Brackets [ ] indicate a required parameter of a command line.
- ◆ Braces { } indicate an optional parameter of a command line.

A typical network configuration is illustrated below. Facility configuration and device availability may vary.



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## Getting Started

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This chapter describes Air Client properties definitions, user authentication functions and the procedures for accessing servers and playlists. It also familiarizes you with the Air Client desktop.

### Defining Client Properties

Before launching Air Client, you should create a shortcut and specify parameters in the shortcut target, such as the file path to the application, the client name and the server name. Optionally, you can specify parameters that include the backup server name, the maximum length of a material's name and title and the platform the server is running on. Following are examples of shortcut paths for an NT and DOS server and an extended database with an NT server:

NT Server	<code>C:\Aclnt32\Aclnt32.exe AirClient1 MAIN /nt</code>
DOS Server	<code>C:\Aclnt32\Aclnt32.exe AirClient1 MAIN</code>
Extended Database with an NT Server	<code>C:\Aclnt32\Aclnt32.exe AirClient1 MAIN IDLEN=32 TITLELEN=32 /nt</code>

**Figure 2-1**      **Shortcut path examples**

To create a shortcut, perform these tasks:

1. Right-click the Windows task bar and click Properties.
2. Click the Start Menu Programs tab and click the Advanced... button.
3. In Windows Explorer, locate Air Client.
4. Place a shortcut of the Air Client application on the desktop.

To define properties, perform these tasks:

1. Right-click the Air Client shortcut and click Properties.
2. Click the Shortcut tab. The Target: field should contain a path following this format:

## Air Client User Authentication

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[file path] [client name] [server name] [backup name] {material ID length}  
{material title length} {platform}

**Figure 2-2 Target: field shortcut path parameters**

Following is a description of each required parameter:

[file path]	The file path of the Air Client application is the path the shortcut follows to launch Air Client. This is defined for you when you create a shortcut.
[client name]	Specify the name of the client, using no more than eight characters. Each client must have a unique name on the network.
[server name]	Specify the name of the server to connect to when launching.
[backup name]	Specify a backup server to connect to in the event the main server fails.

Following is a description of each optional parameter:

{material ID length}	If the material ID contains more than eight characters, use the idlen parameter to specify the maximum number of characters (up to 32) the ID can contain. For example, idlen=24. This is only available when using the extended database.
{material title length}	The titlen parameter allows you to specify the maximum number of characters (up to 32) for the material title, if the title contains more than 16 characters. For example, titlen=32. This is only available when using the extended database.
{platform}	If the server you are connecting to runs Microsoft Windows NT, enter /nt or \nt.

To launch Air Client, double-click the Air Client shortcut on the desktop or point to Air Client on the Start menu and click the Air Client application.

## Air Client User Authentication

When Air Client is launched, enter your username and password in the User Name: and User Password: fields in the Login dialog box. Usernames and passwords are created by the system administrator using the Harris Windows Security Administration Tool.

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Admin is not assigned a password because it is commonly used in broadcast facilities as the access name for multiple users. To prevent unauthorized access to the Air Client workstation, a system administrator should assign an administrator password for this account.

**NOTE** If the username field contains the username Default, the privileges assigned to the Default account are used. At facilities where the security administration tool is used, this account may be configured to limit access to certain Air Client functions. The original settings for Default include no privileges.

Some Air Client features, such as configuration options for transmission list windows, will not be available to all users if security is used.

## Assigning an Administrator Password

To assign a new password to the Admin username, click Set Password... on the Properties menu.

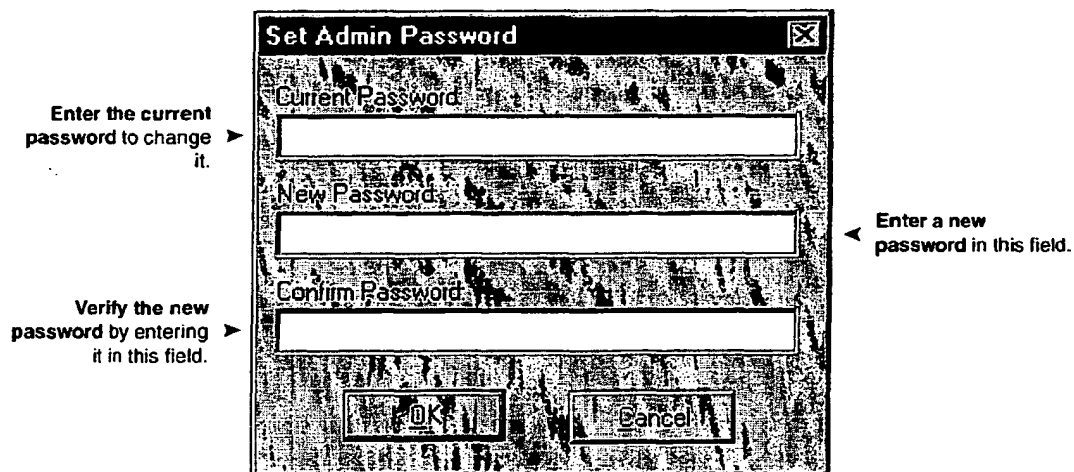


Figure 2-3 Set Admin Password dialog box

In the Set Admin Password dialog box, perform the following tasks:

0 0 0 0 0 0 0 0 0 0 0 0

- ## Logout and In-Session Authentication

If a system administrator has setup multiple users to use the Air Client workstation, other users can login from the Change User dialog box.

You can configure Air Client to connect to up to eight device servers on the network.

2-4

BNSDOCID: <XP\_\_\_\_\_2303643A\_|\_>



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Open the Edit Available Servers dialog box by clicking Available Servers... on the Servers menu.

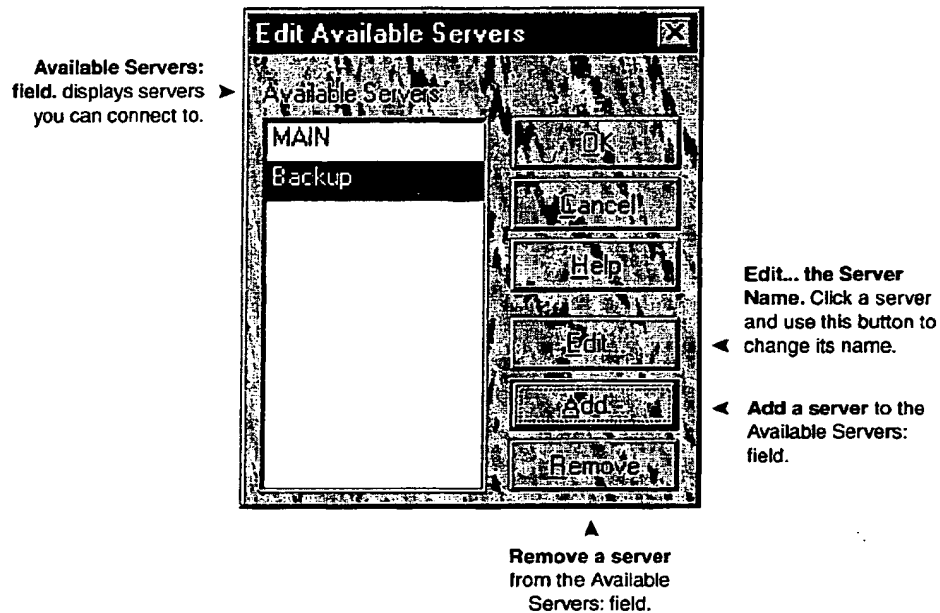


Figure 2-4 Edit Available Servers dialog box

The Edit Available Server dialog box displays the servers Air Client can connect to.

## Adding a Server

To connect Air Client to a server not specified in the Target: field of the shortcut properties, as described in "Defining Client Properties" on page 2-1, perform the following tasks:

1. Click the Add... button.
2. In the Add Server dialog box, enter the name of the server in the Enter Server Name: field.

The name of the server cannot exceed 15 characters.

## Configuring Multiple Device Server Connections

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The server is added to the Available Servers: field in the Edit Available Servers dialog box.

## Removing a Server

To make a device server unavailable to Air Client, click the server in the Available Servers: field and click the Remove button.

## Connecting to a Server

To connect to a server available to Air Client, click Connect... on the Servers menu.

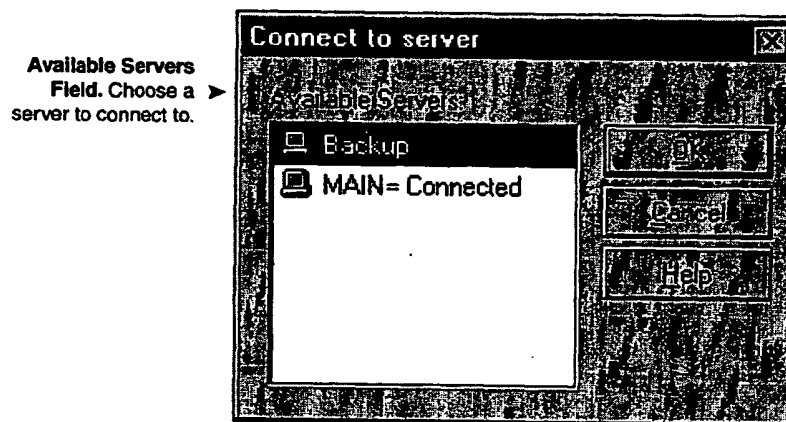


Figure 2-5 Connect to server dialog box

In the Connect to server dialog box, click the server in the Available Servers: field, then click OK. The maximum number of servers Air Client can connect to is eight.

## Disconnecting from a Server

To remove access to transmission lists and device storage and device status windows on a server connected to Air Client, disconnect from the server by clicking a server, then clicking Disconnect... on the Servers menu.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

## Air Client Desktop

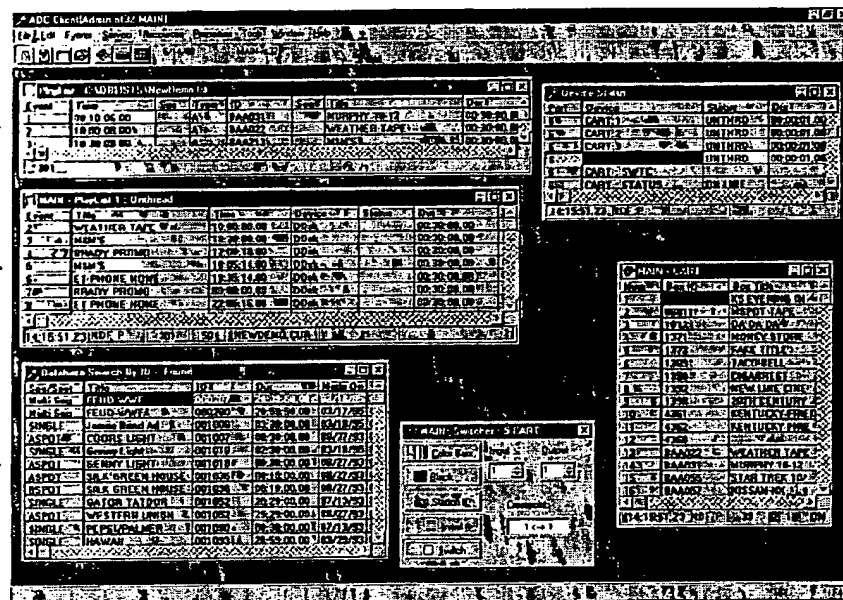
Using Air Client requires familiarity with the major components of the Air Client desktop. The major components are the playlist, transmission list, database, device status, device storage windows and the switcher.

### Device Status Window

Playlist Window

Transmission List Window

Database Window



Switcher Control Panel

Device Storage Window

Figure 2-6 Air Client desktop

These components provide access to the core functionality of Air Client. In the following chapters, each component is described in more detail.

To change the color of the desktop background or apply wallpaper to it, perform these tasks:

- ## Saving the Desktop

## Clearing Error Messages from Desktop

If there is more than one error message, the next message displayed after the previous one is also cleared using F4. The last error message displays in black, instead of red, after pressing F4. To remove this message from the desktop, click Clear Errors on the File menu.

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## Displaying Errors

To simultaneously view all Air Client errors in a separate window, click Display Errors on the File menu. From the Choose Server dialog box, click a server whose errors you want to view and click OK. An Error Log window displays all errors occurring for the server you selected.

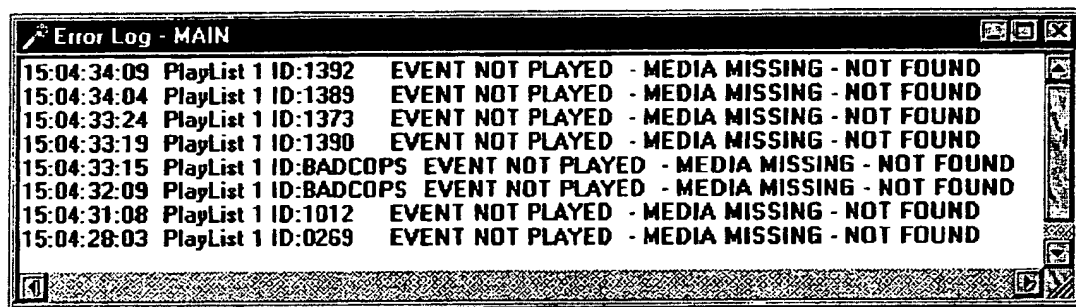


Figure 2-7 Error Log window

To view error logs saved as text files, click Open Text... on the File menu and choose a file you want to view.

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## Configuring Error Reporting

You can configure the way errors are reported in the error window. Click Errors... on the Properties menu to open the Error Configuration dialog box, then choose a transmission list from the server from the Choose Server dialog box and click OK.

**NOTE** Error log files are named the same, regardless of which server originated the file. If you are using multiple servers, you need to specify different directories for each server so that the error logs do not overwrite each other.

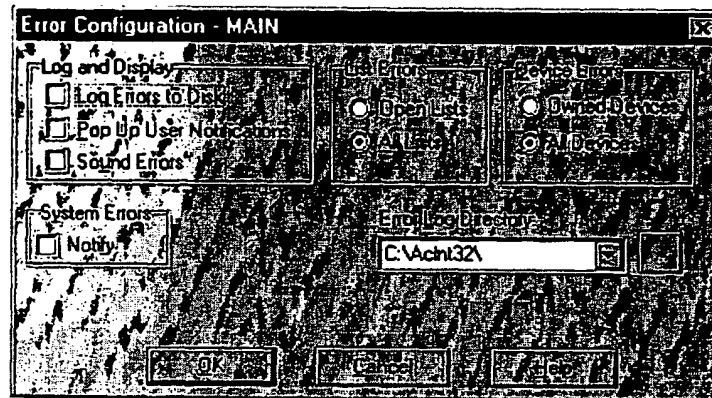


Figure 2-8 Error Configuration dialog box

The Log and Display area of the Error Configuration dialog box allows you to configure error logging and user notification options. Following is a description of each option in that area:

- ◆ **Log Errors to Disk.** When enabled, all errors will be written to a file in a directory specified by the Error Log Directory: field.
- ◆ **Pop Up User Notifications.** When running certain types of cart machines in manual mode, you may be prompted for manual interaction.
- ◆ **Sound Errors.** Plays an alert sound, or exclamation, when errors occur. It repeats until the error is acknowledged using F4. The exclamation sound plays every one second, so a sound with a duration greater than one second will be clipped.

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Using the Windows Sounds control panel, you can map .WAV files to specific occurrences in Air Client. The occurrences that sounds can be associated with are:

<b>Asterisk</b>	Used when the client successfully connects to the server.
<b>Critical Stop</b>	Used if the client fails to connect to the server.
<b>Exclamation</b>	Used for the Sound Errors function, as previously described.
<b>Default Beep</b>	Used when the list is unable to change its focus.

Other options include:

- ◆ **Notify.** When checked, system errors display alert dialog boxes. System errors include the loss of reference video or timecode on the server.
- ◆ **Open Lists.** Shows list errors only when a transmission list is open.
- ◆ **All Lists.** Displays all list errors even if no transmission lists are open.
- ◆ **Owned Devices.** Shows device errors only when the transmission list that controls the device is open.
- ◆ **All Devices.** Displays all device errors even if the transmission list that controls the device is not open.

Click the Browse button (...) to specify the directory the error logs will be written to.

## Keyboard Shortcuts

Following is a list of keyboard shortcuts of Air Client; all standard Windows keyboard shortcuts, such as CTRL + P for printing, also apply to Air Client:

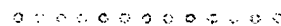
<b>CTRL + N</b>	Create a new playlist.
<b>CTRL + O</b>	Open an existing playlist.
<b>CTRL + S</b>	Save a playlist.
<b>CTRL + I</b>	Find an ID in the database.

- ## Speed Buttons



## Getting Started





**Appends a playlist to a transmission list.**



Opens a device status window.



Opens a device storage window.



Opens a switcher control panel.

Air Client Desktop

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## Playlists and Events

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The functions described in this chapter apply to playlists displayed in either a playlist or transmission window. When a playlist is loaded into a transmission list window, it is called a transmission list. Familiarity with playlists and events is essential to use Air Client effectively.

Playlists are files that contain events to play, record or compile. An event contains information, such as start time, event type, material identification (ID), title, segment number, duration, start of message and channel output. They can be created and stored locally at the Air Client workstation or translated from traffic schedules. They can also be stored on the ADC-100 file server and are available to all operators on the system for viewing and editing.

### Playlist Window

Use playlist windows to create and edit playlists. To open an existing playlist in a playlist window, click Open PlayList... on the File menu. The default playlist file directory is the same directory where the Air Client application resides. From the Open/Save dialog box, open a playlist file. Playlist filenames use a .LST extension.

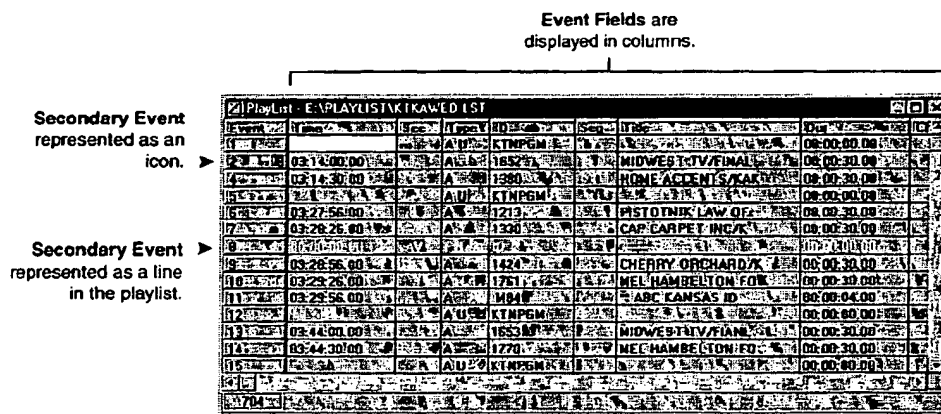


Figure 3-1 PlayList window

0 0 0 0 0 0 0 0 0 0 0 0 0

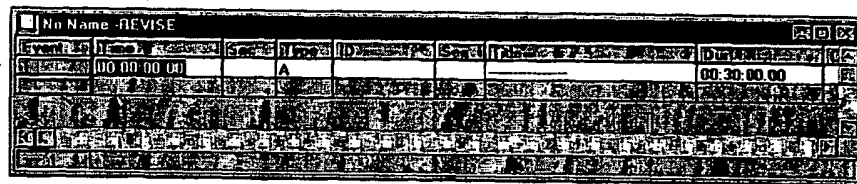
To change the directory where playlist files are stored and retrieved, perform these tasks:

1. Click **Environment...** on the **Properties** menu.
2. On the **Environment Options** dialog box, click the **List Directories** tab.
3. Enter a new file path in the **Play List:** field.

To open a new playlist in a playlist window, click **New PlayList...** on the **File** menu.

**Revise Mode** allows you to edit fields of an event.

**New Primary Event**  
inserted into a playlist.



**Figure 3-2**      **New playlist window**

Using this window, you can create a new playlist by inserting events, as described in "Inserting Primary Events" on page 3-7.

A playlist window lists events vertically and the event data fields are listed horizontally and grouped in columns. A description of each event data field column follows:

- ◆ **Event.** This is the number, or position, of the event in the playlist. The number is automatically generated by Air Client.
- ◆ **Time.** The time primary events are scheduled to play, or offsets for secondary events. Time is entered in the format hh:mm:ss.ff, where hh=hours, mm=minutes, ss=seconds and ff=frames. For primary events, a value is entered when the event uses a hard start. For secondary events, a value is entered to indicate the offsets from the start time of the associated primary event.
- ◆ **Sec.** This uneditable column displays codes that represent effect types or special secondary events. The codes are:

**sAV** Secondary Audio/Video

- ◆ **Type.** One or more event types can be entered for each event. In the playlist, enter the symbol for the primary event types.

3-3

0 0 0 0 0 0 0 0 0 0 0 0

- ◆ **ID.** The ID of the event which uniquely identifies a piece of material or action for the event. The maximum length of an ID is determined by the configuration of the Air Client workstation, as described in "Defining Client Properties" on page 2-1.
- ◆ **Seg.** The segment number of the event, ranging from 1 to 99, if the material has multiple segments.
- ◆ **Title.** The title of the event. The maximum length of a title is determined by the configuration of the Air Client workstation, as described in "Defining Client Properties" on page 2-1.
- ◆ **Dur.** The duration of the event. Duration is entered in the format hh:mm:ss.ff, where hh=hours, mm=minutes, ss=seconds and ff=frames.
- ◆ **Ch.** The channel, or switching path, an event plays or records on. The values are A, B, C or D. The default is A. When the Ch field is blank, the channel is A.
- ◆ **SOM.** The start of material for an event. This is the timecode location of the first frame of video to be seen on-air for an event. Use the format hh:mm:ss.ff, where hh=hours, mm=minutes, ss=seconds and ff=frames.
- ◆ **E.** Displays the transition effect type for an event. For information about transition effects, refer to "Transition Effects" on page 3-27.
- ◆ **S.** Displays the transition effect speed for an event. Values are S for slow, M for medium and F for fast.
- ◆ **Qual.** Displays the video quality of a spot or program. The specific quality grades indicated in this field are OK, Marginal or Do Not Air. A, B, C or D quality are arbitrary grades to which the user may assign values. For example, A may represent to-air quality and D may represent draft quality. This field is for reference only and does not affect the automation system.
- ◆ **#.** Displays the source input number used in Keyer or Audio Over secondary events. For information about secondary keyer and audio over events, refer to "Keyer On/Off" on page 3-17 and "Audio Over On/Off" on page 3-19, respectively.
- ◆ **%.** Displays the audio over ratio value as a percentage and is used for audio over events only. For information about audio over events, refer to "Transition Audio Over" on page 3-20.
- ◆ **Compile ID.** Displays the ID of the tape whose media has been compiled onto a compile reel.
- ◆ **Compile SOM.** Displays the SOM of the compile ID on the compile reel.

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- ◆ **ABOX.** The primary box ID of a multispot or Odetics tape.
- ◆ **ABOXSOM.** The SOM of a spot on the ABOX.
- ◆ **BBOX.** The backup box ID of a tape containing BSPOT (multispot) material IDs.
- ◆ **BBOXSOM.** The SOM of a spot on the BBOX.
- ◆ **sSP.** The secondary switching parameter contains values depending on the event type. For primary and secondary Audio/Video events, the value is the audio modes, mono and stereo. By default, the audio mode is stereo. The value is initially set in a media prep product, such as Media Client, for the Audio Format database field. It can be modified in Air Client by clicking an event and entering S or M in the sSP field in Revise mode (ALT + R).

For secondary key and secondary audio over events, the value ranges from 1 to 9. The number corresponds to a keyer or mixer channel number on the master control switcher.

For a description of event fields that are unique to a playlist in a transmission list window, refer to "Event Data Fields" on page 4-2.

## Primary Events

Primary events, such as programs and commercials, constitute the majority of a playlist's events. They may be accompanied by secondary events, as described in "Secondary Events" on page 3-12, and transition effects, as described in "Transition Effects" on page 3-27.

## Event Type Field Values

There are several event types you can use to indicate how an event is played. For example, if you just want an event to play without switching or threading, you would choose Play (P) as the primary event type. The primary event types are described below:

- ◆ **Play (P).** An event will play without switching or threading.
- ◆ **Switch (S).** An event will switch without threading or playing.
- ◆ **Thread (T).** An event will thread without switching or playing.
- ◆ **Auto (A).** An event will switch, play and thread. Auto is the default setting for most primary events. Alternatively, a PT (play and thread) can be used to play and thread, but not switch.

## Primary Events

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- ◆ **Record (R).** A record event initiates recording on a device at the time specified in the event's time field.
- ◆ **Timed (O).** Denotes that the event is a hard start event which automatically threads and plays at the time specified in the event's Time field.
- ◆ **Upcounting (U).** Use an upcount event for an event of unknown duration, such as a sporting event or any other live broadcast. During playout, the event's duration will count down to 00:00:00.00 and then will count back up. This repeats until terminated by either pressing Play or Skip on the control panel or a contact start is reached. The next event will play normally. Up counters only work on events played from Switch Only devices.
- ◆ **Manual Start (M).** Use a manual start event to provide the equivalent of a break event during the transmission of a playlist. When playing, a list will stop when it reaches a manual start event. Click Play on the control panel.
- ◆ **Exception (X).** This is a customized primary event in configurations that have a primary program channel and regional feeds to play different commercials to different regions. Exception events are different on a regional feed from those played on the primary program channel. X is only used on a compile tape.
- ◆ **Time to Next (N).** Enter a letter N in the type field (next to A or AU) to provide a countdown to the event's start time. This is used primarily on live events so an operator can give an accurate countback from a break back into a live event, such as a newscast.
- ◆ **Deadroll (D).** A deadroll event hard starts at a specific time while the list plays. The deadroll event plays, but does not switch, for its duration and then stops.
- ◆ **Audio/Video Breakaway (AV, AI, AVJ, AIJ).** A primary event or a secondary audio/video event can be run and cause the switcher to perform an audio/video breakaway. AV is an event type that performs a video breakaway. AI performs audio breakaways. To rejoin the secondary audio/video breakaway to the primary audio/video input when it finishes playing, edit the event type to AVJ or AIJ.

A breakaway event can occur at the beginning, within and the end of its associated primary event. When used at the beginning or end, the primary event type is set to A; the secondary event type is set to AV or AI. If the duration of the secondary event is less than the primary event, add a J to supply the audio and video from the primary event. When used within a primary event, the secondary event type is set to AVJ or AIJ.



**NOTE** Only one breakaway can be assigned to a primary event to avoid an overlap in time. You cannot breakaway audio and then breakaway video until the video is rejoined. Also, you cannot breakaway video and then breakaway audio until the audio is rejoined.

## Inserting Primary Events

**You can insert events in a playlist using two methods:**

- ◆ **Manually.** You can type event data directly into a playlist.
- ◆ **Move events to the playlist.** You can move records from the database or spots from a device storage window directly into a playlist, via drag-and-drop or copy-and-paste.

This section discusses how to manually insert primary events. For more information on moving events to a playlist from other windows, refer to "Moving Events to a Playlist" on page 3-26.

To manually add a primary event to a new or existing playlist, perform the following tasks:

1. Click an event in the playlist after which you want to insert a primary event.
2. To add a primary event to the playlist, click Insert Primary on the Events menu or press the Insert key.

When inserting a primary event in a playlist, Air Client switches to Revise mode, allowing you to edit field data for the event. You can also click an existing event and click Revise on the Events menu, or press ALT + R, to edit it.

3. Specify a spot by entering its ID number in the ID field and press Enter.

When an ID is entered, it is checked against its record in the database. If the ID is not found, the remaining fields are checked and their values may be changed or left as is according to list options configured in the Environment dialog box, as described in "Configuring Automatic Event Validation" on page 3-9.

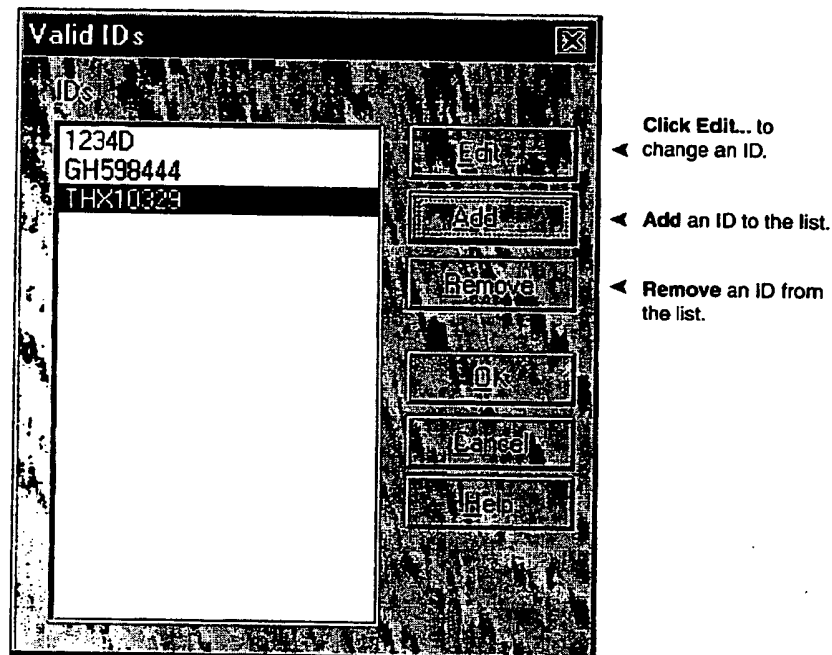
### Valid ID List

You can create a list of frequently used, switch-only IDs that are not in the database, yet are valid. Air Client can be configured to validate IDs against this list by clicking the Check IDs Against Valid ID List button on the List Options tab in the Environment... dialog box (accessible on the Properties menu). By putting IDs in the Valid ID list, Air Client will not generate a warning when editing IDs not in the database.

## Primary Events

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To open the valid ID list, click Valid IDs on the Properties menu.



**Figure 3-3** Valid IDs dialog box

Use the Valid IDs dialog box to perform the following tasks:

- ◆ To add an ID, click the Add... button on the Valid IDs dialog box. Enter a new ID in the Enter ID field of the ID dialog box.
- ◆ You can remove an ID by clicking it in the IDs field, then clicking the Remove button.
- ◆ To edit an ID, click it and then click the Edit... button. Enter a new ID to replace the current one.

## Configuring Automatic Event Validation

To configure how a playlist processes field information when an ID is entered or a list is loaded or validated, click Environment... on the Properties menu, then click the List Options tab. Following is a description of each option:

- ◆ **Adjust Durations When SOM Changes.** This option adjusts the duration of an event according to changes made to an event's SOM. If the SOM is increased, the duration is decreased by an equal amount, for example. Or, if the SOM is decreased, the duration is increased by an equal amount. This ensures that the event will not play beyond its EOM time.
- ◆ **Update Events with Valid SOMs.** This option changes all events' SOMs according to their records in the database when they are entered into a playlist. It will overwrite any events' specified SOMs that differ from their database records.

Optionally, events without specified SOMs can be assigned SOMs according to their records in the database by clicking Verify List Against DB on the Events menu. To verify one event, or a range of events, select the event and click Verify Event Against DB on the Events menu.

- ◆ **Check IDs Against Valid ID List.** When checked, an ID entered into a playlist not located in the database will be checked against the Valid IDs list. Otherwise, an error dialog box opens when an ID is entered but not found in the Valid ID list if the Notify When ID Not Found option is enabled.
- ◆ **Use List Durations.** This option uses the durations of events in the playlist, not the database. Otherwise, durations specified in the database are used.
- ◆ **Title Mismatch.** A title mismatch occurs when the value of an event's title field does not match the event's record in the database.

To create a title mismatch file, click the Title Mismatch button. A title mismatch file is a list of IDs whose titles in the playlist differ from those in the database.

- ◆ **Duration Mismatch.** When checked, the system will create a Duration Mismatch file listing events that have a duration that does not match the ID's duration in the database within the specified number of frames in the Max. Frame Difference field.

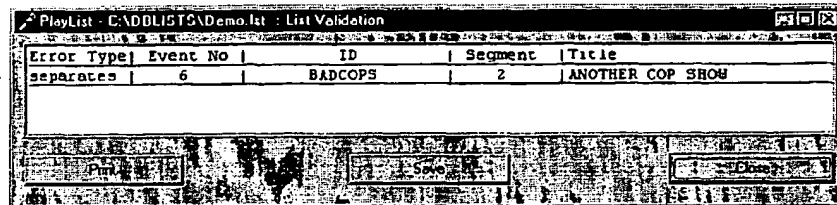
**Maximum Frame Difference.** If the difference between an event's Dur time and its record's Dur time exceeds the frame value specified in the Max. frame difference: field, the event will be logged in the mismatch file.

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- ## List Validation

- ◆ The segment number is out of sequence for the same tape ID in the list, denoted with "sequence" in the error type field.
- ◆ The segment number is followed by same segment number for the same tape ID in the list, denoted with "sameseg" in the error type field.
- ◆ The segments are separated by three secondary events or less, denoted with "separates" in the error type field.

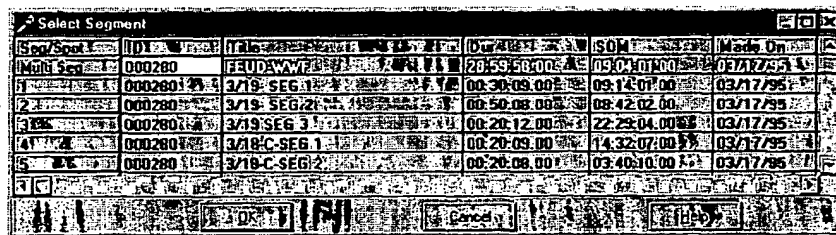
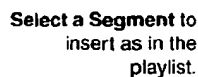
- Event with three secondary events (or less) between it and the next event.**



The error type for each event in a List Validation window is a warning only. All events will play.

A hard start event is an event that plays at its start time instead of when the previous event finishes playing. To change an event to a hard start event, click it, then click **Toggle Hard Start** on the **Events** menu or press **ALT+O**. Hard start events display the letter **O** in the **Type** field.

When inserting an event with multiple segments, you must specify which segment to insert by entering its number in the Segment field. If you do not enter a segment number, the Select Segment dialog box opens and displays all segments of the multisegment event.



## Playlists and Events

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## Traffic-Generated Lists

To generate a playlist from an external file provided by the traffic department, perform these tasks:

- The external traffic file is translated into a playlist file.**

## Secondary Events

## Inserting Secondary Events

3-12

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1. Click Insert Secondary on the Events menu to open the Secondary Events dialog box. Alternatively, press Shift + Insert to insert a secondary event.

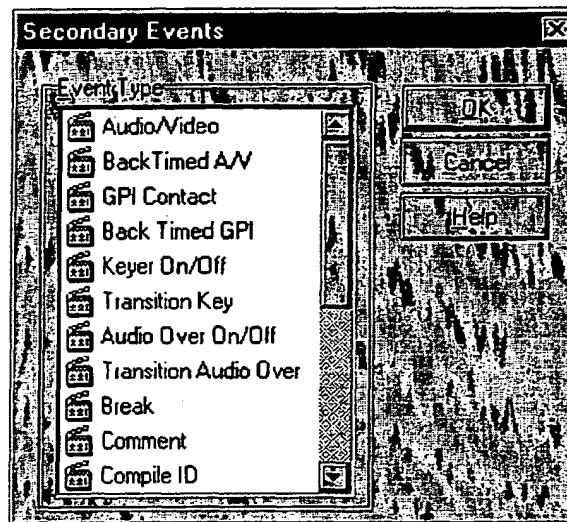


Figure 3-6 Secondary Events dialog box

2. From the Secondary Events dialog box, click a secondary event and click OK.

## Secondary Event Types

You can edit the configuration parameters of some secondary events. When inserting an editable secondary event, a dialog box allows you to configure its attributes and settings.

Editable secondary events include GPI Contact, Back TImed GPI, Keyer On/Off, Transition Key, Audio Over On/Off, Transition Audio Over, External and Data Event with Data.

To open the associated dialog box of an editable secondary event already in a playlist, click the event's number, then click Edit Secondary on the Events menu.

Following is a description of each secondary event and how to configure the editable secondary events:

## Secondary Events

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### Audio/Video

A secondary Audio/Video event plays material, in addition to the primary event on air, for use in effects such as keys, audio overs and mixes.

When inserting a new secondary audio/video event in a playlist, play (P) and thread (T), but not auto (A), are entered into the Type field. Switching is not used for this event. The event can be used to produce the audio/video over for a key/audio over input to a master control switcher or as an audio/video breakaway.

An A/V event may be run to switch the switcher. To do this, enter an A, instead of a P or T, in the Type field. The secondary event will begin with an audio-follow-video transition. You may add a transition effect as described in "Transition Effects" on page 3-27.

### Back Timed A/V

The backtimed secondary audio/video event is the same as a Secondary Audio/Video except the secondary's on-air time is the amount of time before the primary event will begin. In the event Type field, these events are inserted with types P and T (but not A). No switching is done on these events, unless this is changed. These events can be used as a key/audio over inputs to a master control switcher.

It is possible to associate a switching event with a back timed event. To do this, change the Type field to A. This event starts with an audio-follow-video transition. You may add a transition effect as described in "Transition Effects" on page 3-27.

**NOTE** Backtimed events cannot be run after up-counting events.



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**GPI Contact** This option inserts a GPI Contact Closure secondary event to the list.

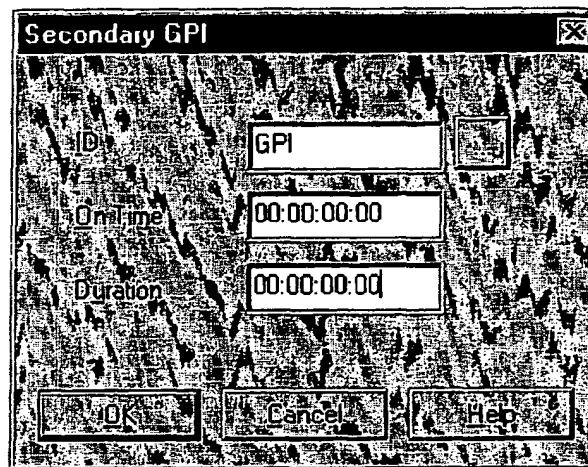


Figure 3-7 GPI Contact dialog box

For each event, an on time (offset) and duration value must be entered. An offset indicates how long after the start of the primary event the contact closure should occur. The duration value sets the duration of the pulse or length of closure of the contact. The offset is entered in the event's on-air field and duration in the DUR field. The GPI closure may be longer than the associated primary event.

The GPI event controls the contact closure on a GPI card. The Air Client workstation must have the optional GPI card. Refer to the NT server documentation for more information about GPI and switch-only device configuration.

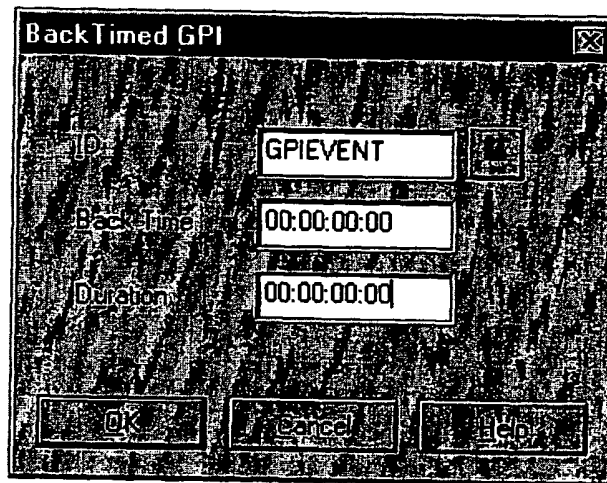
### Back Timed GPI

Backtimed GPI is similar to a standard GPI event, as described in "GPI Contact" on page 3-15, except that the offset is measured backwards in time from the start of the associated primary event. For example, a backtimed GPI event with an offset of 5 seconds fires the GPI contact 5 seconds before the start of the associated primary event. A backtimed GPI event cannot be attached to an event following a

## Secondary Events

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primary upcount event. In this case, the system would not be able to calculate when to begin the GPI event.



**Figure 3-8** Back Timed GPI dialog box

In the playlist, a switch-only device's ID must be entered in the secondary event's ID field. For the duration, enter the length of time the GPI contact is closed. This value can exceed the duration of the primary event.

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**Keyer On/Off** This option allows you to define a secondary Keyer event in which a hole is cut in the associated primary event's video output and is filled with the output of the Keyer source.

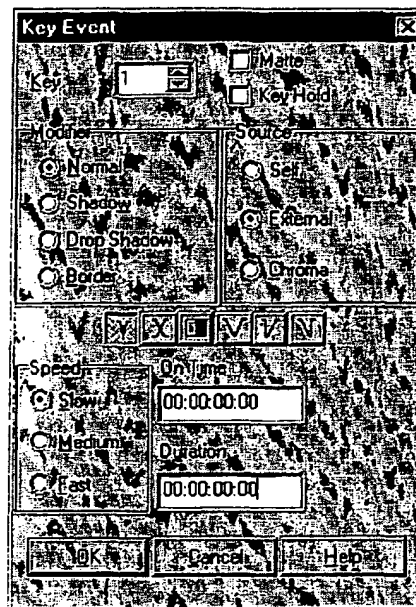


Figure 3-9 Keyer On/Off dialog box

The task performed by the key depends on the capabilities of the device you are using. This function will only be performed if the primary event's A/V Switching data is configured to use a Master Control Switcher. In this window, you can set the following parameters:

- ◆ **Modifier.** This parameter specifies how the key source is outlined. The options are normal, shadow, drop shadow and border.
- ◆ **Source.** The key fill's source. When self is selected, the fill input both cuts and fills the hole. When external is selected, the key input cuts the hole and fill input fills it in. When chroma is selected, the key is determined by the colors of the background video.

0 0 0 0 0 0 0 0 0 0 0 0

- NOTE** This secondary event behaves identically to the Transition Audio Over and Transition Keyer secondary events when the value for the On Time field is blank or 00:00:00.00.

- ## Transition Keyer

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## Audio Over On/ Off

The Audio Over secondary event is used to add another audio source over the primary audio/video source. The audio over source may replace the primary audio source or be mixed with it.

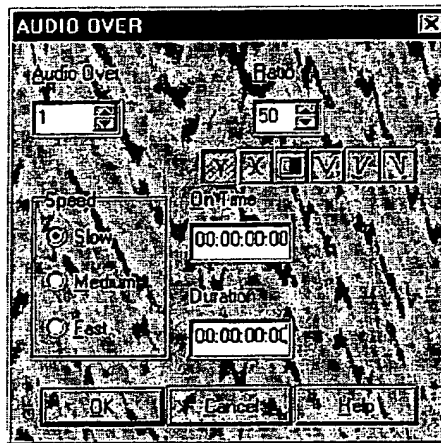


Figure 3-10 Audio Over dialog box

In order to have the secondary audio event end at the same time as its primary event, make the duration field blank. The settings for the following event are as follows:

- ◆ **Audio Over.** The number of the audio input line on the mixer.
- ◆ **Ratio.** The ratio of over audio source to primary source audio, ranging from 0 (all primary sources) to 99 (all audio over source).
- ◆ **Speed and Effect.** The Speed option determines the speed of the transition effect. You may also set which type of effect will run between events by using the icons located next to the time fields. Transition effect options are cut, mix, wipe, fade fade, cut fade and fade cut.
- ◆ **On Time.** This determines the start position of the event and how long after the start of the primary event the audio is overlaid. The value must be greater than 1.5 seconds or the event arrives late; however, you may use the Transition Audio Over to restart the audio when the primary event beings.

## Secondary Events

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**NOTE** This secondary event behaves identically to the Transition Audio Over and Transition Keyer secondary events when the value for the On Time field is blank or 00:00:00.00.

◆ **Duration.** Determines the length of time the event is overlaid.

The event is only performed if the primary event's A/V Data is configured to use a Master Control Switcher.

### Transition Audio Over

Allows you to specify a secondary audio event to coincide with the primary event in the same manner as a transition keyer event, as described in "Keyer On/Off" on page 3-17. This event has a set of options that are identical to the audio over on/off secondary event, except that the ontime option is missing (the ontime for a transition audio over event is set to 0). In order to have the secondary audio event end at the same time as its primary event, make the duration field blank.

Refer to the "Audio Over On/Off" on page 3-19 for information on the dialog box associated with this function.

### Break

A break may be inserted at a point on the list where you would like the list to stop running. Events will play out normally up to this event. The first event after the Break event cues up as usual, but does not play and the program switches to black. To restart a list after a break, click Play on the control panel. This list may also begin if a GPI contact input is used or if preroll is initiated on a hard start event that is next on the list.

### Comment

Use this secondary event to enter notes into the playlist. Comments are ignored during transmission. Any text may be inserted into the title field of a comment.

### Compile ID

This type of event is used to label a compilation list with an ID. Refer to "Compile List Window" on page 5-1 for more information.

### Data Event

This type of secondary event is associated with a device but does not generate any video output. Instead, the action specified by the event is performed at the time the event would be put on air, had the event been associated with a video device.

For video disk servers, a data event is used to control and automate the deletion of spots from the server. The use of this event with video disk servers requires an accurate scheduler or traffic program. If the events are not used carefully, spots may be accidentally deleted in the video disk server. Secondary data events are

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

used to command serial devices requiring a simple command that does not need to run a countdown on the time of an event.

This type of secondary event attaches to a primary event that plays at the time the command is sent to the device to execute the data event command. The primary event can be any primary event for any device. The command is sent to the device whose device ID matches the event ID. As an example, the commands for the video disk server are entered in the secondary event's title. The command, Delete From Disk, is entered as DEL:XXXXXXXX:YY. X's represent the spot ID and Y's represent the optional port value. The command, Get From Archive, is entered as GFA:XXXXXXXX:YY. The command, Delete From Archive, is entered as DFA:XXXXXXXX:YY.

**NOTE** This secondary event may work differently based on the device being used.

### Barter Spot

Barter spot is used for reconciliation with Enterprise traffic systems. A barter spot is a source of audio/video that is part of another audio/video source. It is not played as separate audio/video, but is treated as a comment that is passed to the as run log and to the reconciliation process. This event is attached to the primary event. When the primary event finishes running it is logged to the as run log. For information on as run logs, refer to "As Run Logs" on page 4-16.

These events appear in the text as run log as Barter in the status field. In the enterprise log, they appear as BTR in the program type field. The appearance of the spots in the logs does not positively indicate the spots have run. If the primary event runs, the spots are logged; however, the spots may not have actually been on the primary material.

### Record Switcher

Record switcher is a secondary event that performs extra switching for inputs. During a recording, this switches to the secondary event's source. The name of the source to switch to is entered in the title field. This name must also be in the source name table for the switcher that is supplying the video to the record device.

The event will only be performed if the primary event's device has the A/V data parameters configured to specify the switcher number that has the matching name in its source name table.

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This is a secondary event that performs extra switching for outputs. While an event plays, this function switches to the secondary event's source:destination. This type of secondary event allows the control of multiple crosspoints during one primary event. The name of the new source:destination is entered in the title field. Use the format SRC,DEST where SRC is the name of the source and DEST, the destination. You may enter a maximum of 16 characters for the title and the name you enter must also be defined in the switcher's device parameter field for Source Name and/or Destination Name for the switcher that is controlling the output for the primary event.

This type of event requires that the primary device have the specified switcher device configured for its switching information. If the secondary event does not specify the source (title =, DEST), the input crosspoint must be specified in the primary event's device for the secondary event to default the destination.

This type of secondary event allows for the automatic recording and segmenting of live program material for immediate playback to air. Unlike most record events, this event is used in a list that combines record and playback activities. A secondary record event is attached to each primary event that is being recorded.

**Break sync** contains an estimated time of day a pod will run, a deviation time and a time for a window of opportunity for the operator to react to the event.

This event will normally be used on a list that contains only pods/breaks of commercials. The pods will be separated by either an upcount event or by this Break sync event. The pods will be triggered to run by an external contact closure (GPI) or by clicking Play on the control panel. In normal operation, a contact closure/play button is detected and the next pod on the list is played. The break sync event is marked DONE immediately. The pod will play out until either an upcount event, break sync event or the end of the list is encountered.

If the next pod has not played by the time of day specified on its break sync event, plus its deviation, the automation will send out a user notification for all automation clients. The event will then wait for the opportunity time for a client to respond to the notification. If no response is received at the end of this time, the automation will mark each event in the pod and the break sync event as being missed. It will stop marking events as missed when it encounters an upcounting event or break sync event. If the list was running an upcount event, that event will be skipped and the next upcount event will run.

**During the time the automation is waiting when the break sync occurs, the user notification will be sent to all clients. One or more clients will be enabled to detect**



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the user notification. The enabled clients will display a dialog box prompting the operator to click OK to Delete Pod and Keep Pod.

The dialog box will be displayed only during the waiting time and will automatically close if the operator does not respond. This is the equivalent to clicking OK to Delete Pod since the list on the server will time out and mark the pod missed.

If the operator clicks Keep Pod, a message will be sent back to the server causing the server to mark the break sync event as done but will leave the pod intact waiting for the contact closure/play button. There is no other user notification for this pod. If the contact closure/play button does not occur, the time of day for the break sync event for the next pod may occur. To eliminate a potential problem, the next break sync event will be used to mark the previous pod missed. This will occur automatically at the time of day of the next break sync event minus its deviation time. When this occurs, all events before this event will be marked missed. If the automation had been running an upcount event, then this up-counter and the next up-counter before this break sync event will be terminated before this event will run.

## Secondary System

This event allows the traffic system to schedule device (resource) assignment during the execution of a transmission list. Like all secondary events, this type of event is attached to a primary event. When this event type is run, it is able to move unowned device heads to the list that is running this event or release device heads in order to make them available to another list. It is up to the traffic department to schedule the assignment and release of heads so that two lists will not conflict in their usage of these heads.

This event is programmed by filling in the time, ID and title fields of the event with control information. The time field controls the time when the event will run offset from the primary event. The following event IDs act as commands to the list:

- ◆ **Assign.** Will assign the device and head(s) specified in the title field to the transmission list the event is located in. The title format is:

DEVICENAME,X[,Y]

Where DEVICENAME is the device name (5 characters) that is assigned to the device, X is the head number assigned to the list and [,Y] is the number of other heads to be assigned.

- ◆ **Release.** Will remove the device and head(s) specified in the event title field from the transmission list the event is located in and return it back to the sys-

## Secondary Events

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tem as an unowned device head. The title format is identical to the above described.

- ◆ **Protect.** Performs a protect assignment on the device and head(s) to the device specified in the type field. The title format is:

PROTECTNAME,DEVICENAME,X[,Y]

Where PROTECTNAME is the name of the device that is to be protected. DEVICENAME is the device name (5 characters) that is assigned to the device, X is the head number assigned to the list, and Y is the number of other heads to be assigned.

You must first have assigned the primary device heads to the list before assigning the protect heads.

A space character may be substituted for the comma in any of the title field commands.

### **Backtimed System**

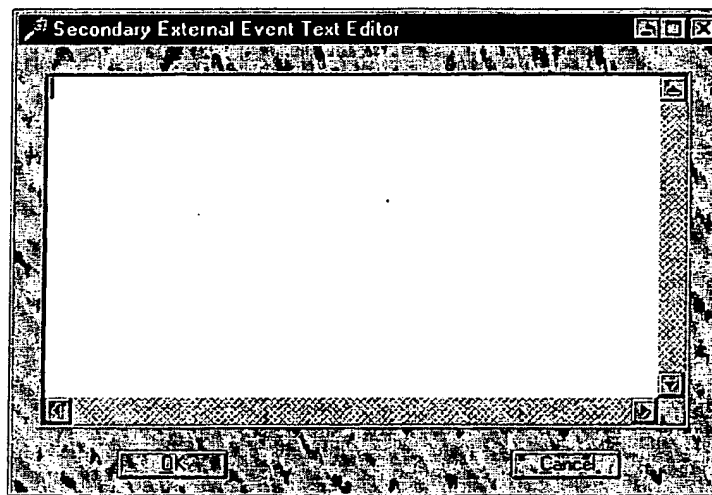
Works in the same manner as secondary system except that this event type runs prior to the primary event by the time specified in the Time field. Refer to "Secondary System" on page 3-23 for a description of this secondary event.

### **External**

Use an External secondary event to send commands or other information to a device through a device server. This event acts as a secondary A/V event with the capability of sending commands or other information to a specific device on the device server. For more information on secondary A/V events, refer to "Audio/Video" on page 3-14. When you insert this secondary event, a dialog box opens that prompts you for the data you want to send to a device. Normally, the dialog

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box is a text editor window, shown in Figure 3-11, "Secondary External Event Text Editor" on page 3-25, but if there is a special .dll file for the device, this may vary.



**Figure 3-11** Secondary External Event Text Editor

Enter the data you want to send to a device on the network in the text editor. After clicking OK, Air Client inserts a line in the playlist or transmission window and enters into Revise mode. vDT is inserted in the Sec field. To exit Revise mode, click Revise on the Events menu or press ALT + R.

### **Data Event with Data**

Use this event to send commands and other information to a specific device on the device server. When inserting this secondary event, use the text editor, as shown in Figure 3-11, "Secondary External Event Text Editor" on page 3-25, to enter the commands. The commands are sent to the device whose device ID matches the event ID.

After clicking OK, Air Client inserts a line in the playlist or transmission window and enters into Revise mode. sDAT is inserted in the Sec field. To exit Revise mode, click Revise on the Events menu or press ALT + R. The time in the time field is the offset from the preroll of the associated primary event. The commands are sent to the device at the offset time.

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## Playlist Functions

You can use a playlist window to perform functions on an entire playlist, instead of just one event at a time.

### Ripple Time

Click an event you want to ripple from, then click Ripple Time on the Events menu to change the start time for the events that follow. Each successive event is offset by the duration of the previous primary event.

All events' start times will be changed until a hard start event is encountered. Hard start events will interrupt any preceeding events whose times overlap its start time. For information on hard start events, refer to "List Validation" on page 3-10.

### Calculate Durations

To calculate the duration of multiple events, click an event, then hold Shift and click another event to select a range. Click Calculate Durations on the Events menu to display the total duration of the selection.

## Moving Events to a Playlist

You can move records or spots from the database or device storage window, or events from one playlist to another, using drag-and-drop or the Edit menu.

**NOTE** You must drag an event by its event or spot number to move it to a playlist.

To move a record, spot or an event to a playlist, drag it to an event after which you want to insert it, then release the mouse button to drop it.

To move multiple records, spots or events, hold Shift and click a record, spot or event, then click-hold another record, spot or event to select a range. Drag the selection to an event in the playlist after which you want to insert it, then release the mouse button to drop it.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

As an alternative to drag-and-drop, click an event, spot or record, or the range of, then click Copy on the Edit menu. Click the event in a playlist after which you want to insert the selection and click Paste on the Edit menu.

## Reordering Events in a Playlist

You can change the order of an event, or multiple events, in a playlist using drag-and-drop or Cut and Paste on the Edit menu.

To change the order of an event in the playlist, drag it to another event after which you want to insert it and drop it.

**NOTE** When dragging-and-dropping, all secondary events associated with primary events are moved with the primary event. This is not true when using cutting and pasting.

To reorder multiple events, hold Shift and click an event, then click-hold another event to select a range. Drag the selection to an event in the playlist after which you want to insert the selection, then release the mouse button to drop it.

As an alternative to drag-and-drop, click the event, or the event range, then click Copy on the Edit menu. Click the event in the playlist after which you want to insert the selection and click Paste on the Edit menu.

**NOTE** Copy-and-paste should never be used if you are using a traffic system that uses reconciliation because this will cause the event to repeat the reconciliation key.

## Transition Effects

You can add transition effects between events in a playlist. A master control switcher is required to use transition effects.

A transition effect is configurable according to type, speed, key hold status and mixed audio/video and wipe effect qualifiers.

0 0 0 0 0 0 0 0 0 0 0 0

**Use the Transition Effects dialog box to perform the following tasks:**

- 3-28

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The Mix/Wipe tab allows you to enable, or disable, Mix/Wipe support and change the effect duration. A master control switcher is required to use the mix and wipe transition effect. You can specify the frame time of a slow, medium and fast transition for mixes and wipes. Enabling mix/wipe changes the start time of events in a playlist and adds mix, wipe or mixed transition effects.

**Environment Options**

User Options | Status Colors | Storage Options | Edit Colors | **Mix/Wipe**

☒ Enable Mix/Wipe Support

☒ Play Mixes/Wipes Early

Effect durations in frames

Slow: 0

Medium: 0

Fast: 0

OK Cancel Help

**To configure mix and wipe options, perform these tasks:**

- NOTE** Using this option will cause a playlist to end earlier than previously defined because events will overlap. It is the client operator's responsibility to reconcile this issue.

• • • • •

## Configuring Playlist Display

Playlist event style attributes and field column order are configurable with the right-click menu of the playlist's window.

Click the right-mouse button on the playlist's window to display the right-click menu.

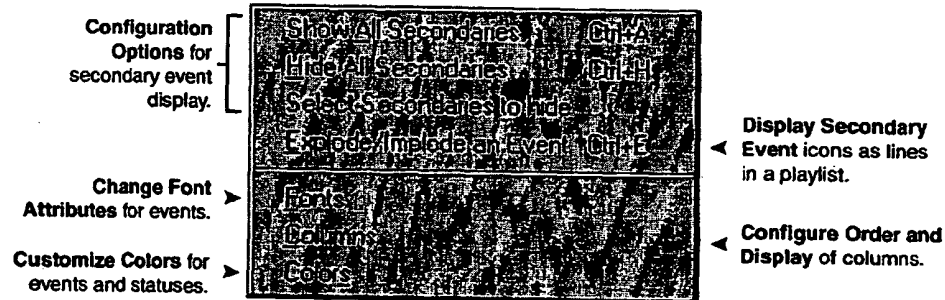


Figure 3-14 Playlist window right-click menu

## Secondary Event Display

Configuration options for secondary events allow you to customize their display in the playlist.

- ◆ To show all secondary events in a playlist, click **Show All Secondaries**.
- ◆ To hide all secondary events in a playlist, click **Hide All Secondaries**.

When secondary events are hidden, the playlist right-click menu option changes to **Hide Some Secondary Type**.

- ◆ To replace a secondary event's line in a playlist with an icon, click **Hide Some Secondary Type**.

Secondary events represented with icons are shown in Figure 3-1, "PlayList window" on page 3-1. The icon appears in the associated event's title button. To view the secondary event, double-click the icon.



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- ◆ To specify which secondary events to show or hide, open the Event Types to Show or Hide dialog box by clicking Select Secondaries to hide.

Arrow Buttons move selected secondary events between fields.

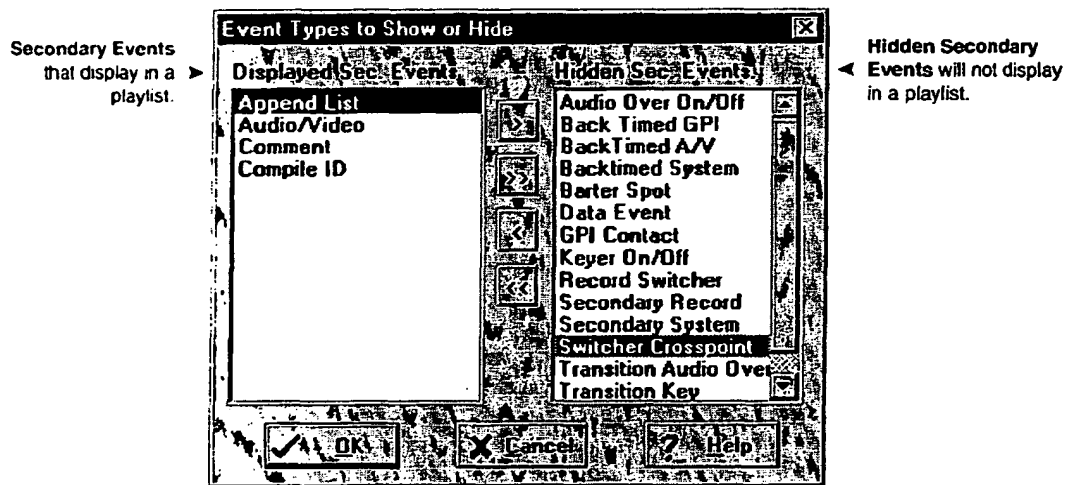



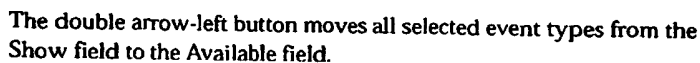


Figure 3-15 Event Types to Show or Hide dialog box

Then, select the field from the Available or Show field and use the arrow buttons accordingly:

-  The arrow-right button moves a selected event type from the Available field to the Show field, which displays the column in the playlist.
-  The double arrow-right button moves all event types from the Available field to the Show field.
-  The arrow-left button moves a selected event type from the Show field to the Available field, which hides the column in the playlist.

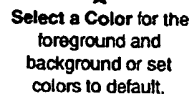
0000000000



On the right-click menu of the playlist, you can select **Font...** or **Status Color...** to change style attributes of events. Use this option to distinguish between different events and statuses in a playlist.

- ◆ Click **Font...** and use the standard Windows font dialog box to change font attributes.
- ◆ To change the event's colors, click **Colors...**, then click the **Event colors** tab and perform the following tasks:

**Type:** Fields lists primary and secondary events to color.



**Figure 3-16**      **Select Colors dialog box, Event Colors tab**

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

1. Click an event in the Type: field to change the color it displays in a playlist or transmission list window.
  2. Click the Foreground..., Background... or Set Default buttons in the Change Colors: area to change the foreground, background or set the colors to default, respectively. When specifying a foreground or background color, select a new color from the color palette.
- ◆ To change the default selection colors, click Colors..., then click the Select Colors tab and perform the following tasks:

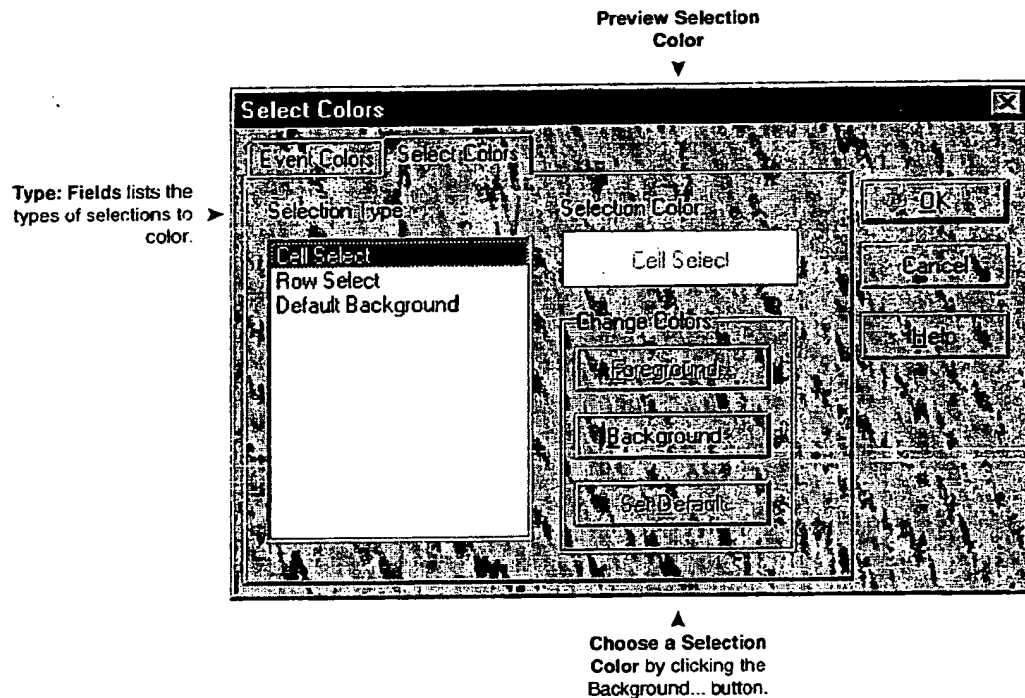


Figure 3-17 Select Colors dialog box, Select Colors tab

1. Click a selection type on the Selection Type: field.
2. Click the Background... button and select a color from the palette.

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## Field Column Display and Order

You can choose which event field columns appear in a playlist, as well as their order in each event, by using the Column Configuration dialog box or drag-and-drop.

From the right-click menu of the playlist, click Columns to open the Column Configuration dialog box.

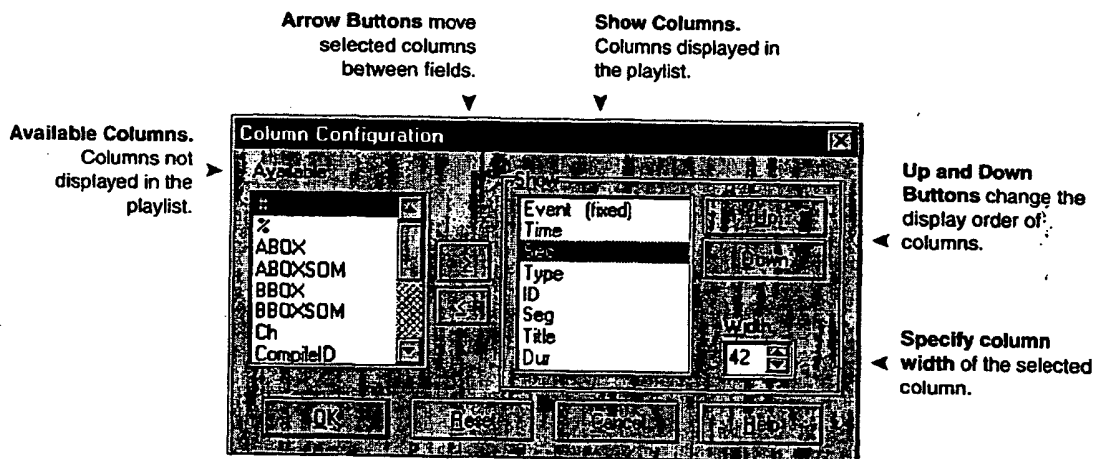




Figure 3-18 Column Configuration dialog box

Use the Column Configuration dialog box to perform the following tasks:

- ◆ To show or hide a field column, use the arrow buttons accordingly:
  -  The right-arrow button moves a selected column from the Available field to the Show field, which displays the column in the playlist.
  -  The left-arrow button moves a selected column from the Show field to the Available field, which hides the column in the playlist.
- ◆ To change the order in which a column appears in the playlist, click a column in the Show field and use the Up and Down buttons to move it.
- ◆ To specify the width of a column, click a column in the Show field and enter a value in the Width: field.

## Configuring Playlist Display

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**NOTE** Because it is fixed, you cannot change the Event column's order or display.

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## Transmission List Window

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A transmission list is a playlist loaded in a transmission list window. A transmission list window looks almost identical to a playlist window except, in a transmission list window, you can edit and broadcast a transmission list.

Air Client supports list windows of four types: playlists, compile lists, GMT lists and media lists. This manual discusses transmission and compile lists only.

### Opening a Transmission List Window

To open a transmission list window, click View List on the Resources menu. From the Choose List dialog box, click a list window, then click OK.

Event	Time	Device	Title	Status	Secs	Type	ID
11	00:02:20.00	AIRTM	318	AV	RT	AIRTM	
12	00:02:25.00	AIRTM	319	AV	RT	AIRTM	
13	00:00:00.00	AIRTM	124	AV	RT	AIRTM	
14	00:00:00.00	SWITCH	SWITCH ONLY PRE-1	AV	RT	SWITCH	
15	00:00:00.00	AIRTM	101	AV	RT	AIRTM	
16	00:00:00.00	AIRTM	103	AV	RT	AIRTM	
17	00:00:00.00	SWITCH	Switch 1224	AV	RT	SWITCH	
18	00:00:00.00	AIRTM	105	AV	RT	AIRTM	
19	00:00:00.00	SWITCH	Switch 3 Ter	AV	RT	SWITCH	
20	00:00:00.00	AIRTM	106	AV	RT	AIRTM	
21	00:00:00.00	SWITCH	Switch 3 Ter	AV	RT	SWITCH	
22	00:00:00.00	AIRTM	107	AV	RT	AIRTM	
23	00:00:00.00	AIRTM	108	AV	RT	AIRTM	

▲  
Status Bar

Figure 4-1 Transmission list window

The left-most tray of the status bar displays the time of a device server. Time source originating from a PC is represented by the letter P. The letter T represents time from a timecode generator and the letter V from reference video.

0 0 0 0 0 0 0 0 0 0 0 0

The next tray displays the number of events in the playlist, followed by the number of events in the lookahead range.

Most of a transmission list window's fields are identical to a playlist window's. For information about these fields, refer to "Event Data Fields" on page 4-2. Following is a description of each event data field column unique to a transmission list window:

- ## Renaming a Transmission List

**To rename a playlist locally, perform these tasks:**

- NOTE** The Choose Server dialog box appears if your Air Client workstation supports multiple server login.

- Use the Add... button to make a playlist available to the Air Client workstation. To remove a playlist, click it, then click the Remove button.



## Viewing Playlists in a Transmission List Window

Use the right-click menu to load, append or insert a playlist in a transmission list. Following is a description of each menu option:

- ◆ **Loading a Playlist.** You can load a playlist into a transmission list window to broadcast or edit it. To load a playlist, click Load List on the right-click menu of the transmission list window. Choose a playlist from the Load Playlist dialog box. The loaded list will appear in the transmission list window.

**NOTE** If there is already a playlist in the transmission list window, it will be replaced and transmission will stop. The channel will be taken off-air.

- ◆ **Appending a Playlist.** A playlist can be appended to the end of a playlist already in the transmission list window. To append a playlist, click Append List on the right-click menu of the transmission list window. Choose a playlist from the Append Playlist dialog box. The appended list will appear after the last event in the transmission list window, without affecting the status of the currently playing event.

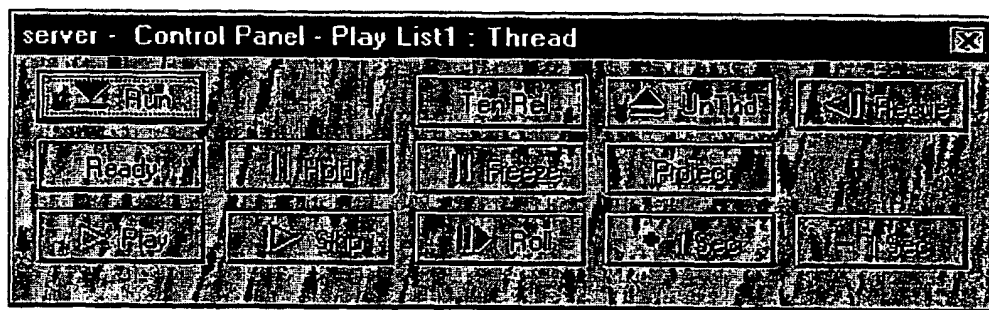
**NOTE** The number of events that can be inserted in a transmission list will vary among broadcast facilities, depending on how Air Client was configured at the time of purchase. Any events you attempt to insert that exceed the maximum amount allotted to your facility, are truncated.

- ◆ **Inserting a Playlist.** You can also insert a playlist into another playlist. Click the event after which you want to insert a playlist, then click Insert List on the right-click menu of the playlist window. Choose a playlist from the Insert Playlist dialog box. The playlist will appear after a selected event in the transmission list window. If there is not enough space for events in the inserted playlist, a dialog box will notify you that not all events were inserted.

## Transmitting a Playlist

You can control playlist transmission with software and hardware control panels.

To control playlist transmission, click **Control Panel** on the right-click menu of the transmission list window to open the software control panel. Alternatively, double-click the transmission list window to open the control panel.



**Figure 4-2      Control Panel, software**

Following is a description of each button on the control panel:

- ◆ **Run.** Thread and cues the first event in a playlist and any events within the time range specified in the lookahead, as described in “Counts” on page 4-12. The number of events cued is limited by the number of available media heads and devices. You cannot play events until you run the playlist.
- ◆ **Play.** Plays the first event in a playlist; however, before you can play events, you must first click the Run button. The Play button can also be used to restart a frozen or held playlist or a playlist stopped by a break event. Clicking the Play button initiates preroll for the playlist so the following event will play after the preroll time.

The Play button will not play a hard start event unless it is configured to do so, as described in “Miscellaneous” on page 4-14. Use the Play Hard Hits option to start a hard start event with the Play button on the control panel. If this is not set, the operator cannot play an event that has a hard start if the playlist has stopped running.

- ◆ **Ready.** Turn on tension to the next VTR event in tension release to prepare upcoming VTR events. Click this button to prepare a VTR event for transmission that is out of the standby on-time range. Usually used after an upcount events to get the next event ready.

- ## Hardware Control Panel

### Transmission List Window



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3. To manually assign transmission lists to the list buttons, click a list button to open the button's dialog box.

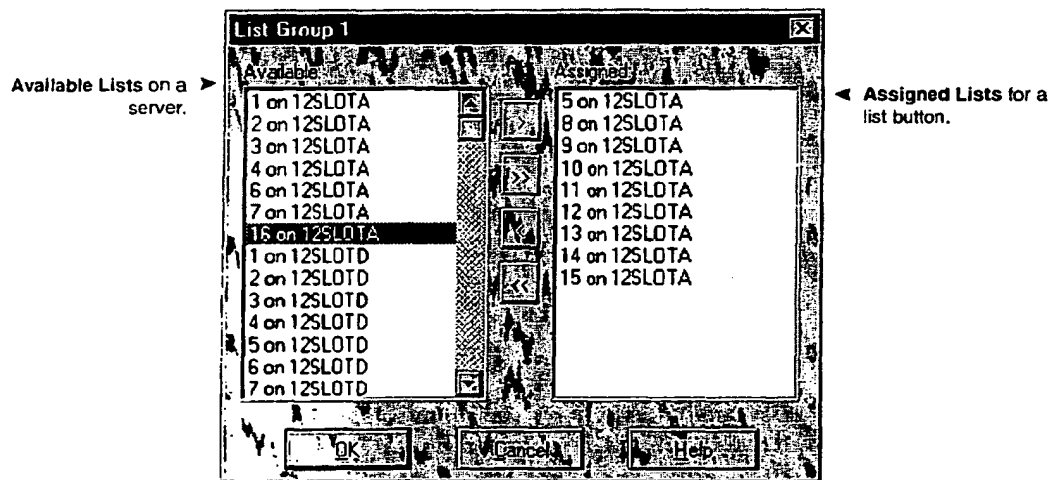


Figure 4-4 List button dialog box

4. From the list button's dialog box, click one or more playlists in the Available: field.

The button will be named according to its order on the control panel. The 16 buttons are numbered left to right, top to bottom. For example, the button located in the top-left corner is the first button, and, regardless of the playlist title you assign to it, it will be titled, List1, on the hardware control panel.

5. Use the arrow buttons to assign the selected playlists to the button.



The arrow right button moves the selected playlists to the Assigned: field. The playlists will be assigned to the button.



The double arrow-right button moves all playlists to the Assigned: field. The playlists will be assigned to the button.



The arrow left button moves the selected playlists to the Available: field. The playlists will no longer be assigned to the button.

## Transmitting a Playlist

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The double arrow-left button moves all playlists to the Available: field. The playlists will no longer be assigned to the button

## Assigning Actions to Buttons

To customize the functions of the 12 action buttons located in the lower right corner of the hardware control panel, click the control button to open the Action dialog box.

Choose an Action  
from the Actions:  
button.

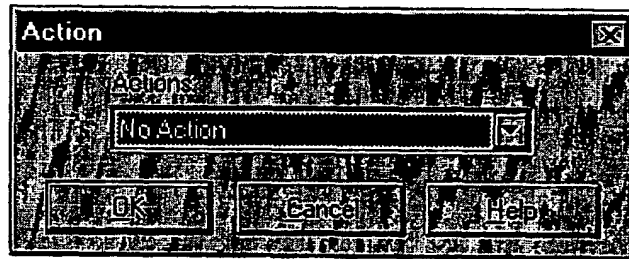


Figure 4-5 Action dialog box

From the Action dialog box, click the Actions: button, then click the action you want to assign to the control button.

Following is a description of each action you can assign to the action buttons on the hardware control panel:

- ◆ -1. Subtracts one second to the duration of the playing event.
- ◆ +1. Adds one second to the duration of the playing event.
- ◆ Cut Next. Deletes the event following the playing event.

**NOTE** Events deleted with this action are not recoverable from the clipboard.

- ◆ Freeze. Freezes the current frame of the video of a playing event.
- ◆ Hold. Holds the current event's duration, allowing the event to continue to play beyond its specified duration.
- ◆ Let Roll. Rolls an event without switching.
- ◆ Play. Plays the playlist.

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- ◆ **PrgRun.** Prepares a playlist for play by threading the devices in a playlist.
- ◆ **Protect.** Switches between air and protect devices.
- ◆ **Ready.** Ready the media for the Play command.
- ◆ **Recue.** Recues the playing event.
- ◆ **RollNow.** Identical to the Roll button on the software control panel, as described in "Software Control Panel" on page 4-4.
- ◆ **Second.** The Second action allows you to roll a secondary audio/video event without specifying a starting offset for the event. This allows you to start a primary event and roll the secondary event at any time by pressing the Second button. To identify which secondary audio/video event is affected by this action, you must remove any data in the TOD field of the event.

When the Second button is pressed, the next secondary audio/video event with a blank TOD is rolled. If the Second button is pressed again, the next such event, if available, rolls. The Second button will not roll any other type of secondary event and will not roll to any secondary audio/video event if its TOD field is not blank.

Also, a secondary audio/video event rolls the next secondary audio/video event with TOD field information if the secondary audio/video event does not have a Rejoin qualifier. This allows you to run a list of secondary audio/video events attached to the current primary event. If the Rejoin qualifier is attached to an event, then it will not roll any other secondary audio/video events.

**NOTE** You cannot roll consecutive secondary audio/video events with the same ID for devices that play program material. Some devices, such as still stores and audio carts, use the event ID to match to the event ID name of the device. If this is the case, the ID can be the same for consecutive secondaries.

- ◆ **Skip.** Skips the playing event and proceeds to the next event.
- ◆ **Ten Rel.** Tension releases the VTR for the next VTR event.
- ◆ **Unthread.** Unthreads lists assigned to a list button and stops on-air playout.

## Transmitting a Playlist

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### Connecting the LCP-20

The LCP-20 hardware control panel shipped with the Air Client workstation is connected via a 9-pin, RS-232 serial cable. The LCP-20 can connect to COM1 or COM2 on the client.

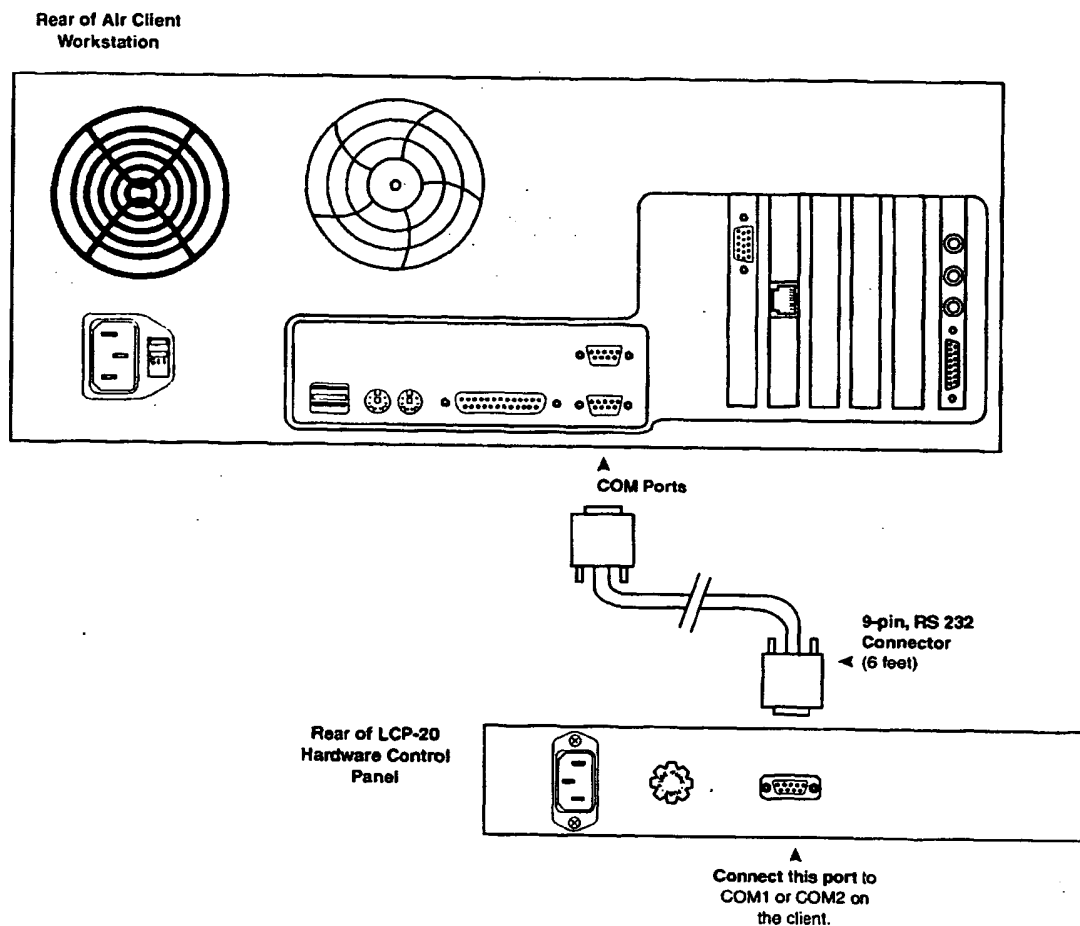


Figure 4-6 Connecting the LCP-20 hardware control panel



## Video Window

Air Client can include an optional feature that displays the on-air event in a video window. A video board installed in the Air Client workstation must be connected to the output from the on-air video stream. To use this feature, click Video Window on the Tools menu.

## Other Playlist Controls

The following controls, found on the right-click menu of a transmission list window, control only selected events within a playlist. To apply any of these functions to the entire playlist, use the software control panel as discussed in "Software Control Panel" on page 4-4.

- ◆ **Thread.** Click an event in a playlist and click Thread to load and cue its media to the SOM. This is applicable to events which start within a playlist's look-ahead time, as described in "Counts" on page 4-12. The Status field of the event displays Cued. If there are no unthreaded devices, you may thread another event by unthreading the cued or playing event first.
- ◆ **Unthread.** To unthread a cued or playing event, click it, then click Unthread. Unthreading an event stops the playlist from running if the event is playing; otherwise, the playlist will stop running when it encounters the unthreaded event. Events will not be threaded, or cued, until the Run button is clicked on the control panel or the Thread menu option is used.
- ◆ **Recue.** Click Recue to cue an event that is in preview play or to force a recue of an event that is already cued. Use this button when the SOM has been edited and you want to make sure the material is cued to the new SOM.
- ◆ **Preview Play.** To preview an event, click an event in the playlist, then click Preview Play. The event must first be cued. When the previewed event is finished playing, it will be recued automatically. Air Client will not stop a preview and recue the event if it is time for the event to air.

It is the operator's responsibility to ensure there is enough time to preview and recue an event before it is to air. To abort a preview, click Recue on the right-click menu of the transmission list window. The event is recued and may be played to air.

- ◆ **Air/Protect.** To air an event from a backup, or protected, device instead of its primary device, highlight the event and click Air Protect. Click the button again to revert to the primary device. Toggling between Air and Protect is

0 0 0 0 0 0 0 0 0 0 0 0

- ◆ **Barcode Event.** To use an event's information in the playlist in place of a barcode label, click the event, click Barcode Event, and then insert a tape into the external VTR. The ID for the tape is taken from the selected event and the tape is cued to the SOM of that event. Using this function allows you to bypass the process of scanning a barcode or waiting for the system to read user bits.
- ◆ **Clear Done Events.** Changes done events to playable events. Click an event, or a range of events, then click Clear Done Events on the right-click menu. This option does not remove done events, just their done status. They can then be replayed after being moved to below the currently playing event in the transmission list. If you do not move the event, the transmission list will stop when the device attempts to cue the event.
- ◆ **On-Air Focus.** Click On Air Focus on the right-click menu to highlight the currently playing event in a playlist and ensure it is always visible in the playlist window. The location of the playing event is determined by the number of displayed done events, as described in "Counts" on page 4-12. If you scroll the window until the playing event is not visible, the list will scroll back to the next event when it goes into preroll.
- ◆ **Toggle Lookahead.** Toggles between the lookahead value of a playlist, as described in "Counts" on page 4-12, and the lookahead for an entire transmission list window (which is the default setting). Events within the lookahead that were located in a device are displayed in blue; events that were not located in a device are red. Events not in the lookahead are displayed in black.

## Transmission List Window Options

## Counts

4-12

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0 0 0 0 0 0 0 0 0 0 0 0

- ◆ **Thread Time.** Thread time determines which events within the specified time range will cue. Entering a value of two minutes in the Thread Time: field, for example, will cue events that will play within two minutes of the current time.

### Control tensioning with the various options on the Tensioning tab.

- Otherwise, the events are tension released and the next event must be tensioned on manually by clicking the Ready button on the control panel.

**Determine how certain events are skipped.**

- Configure miscellaneous options which apply to playlist behavior in a transmission list window.

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- ◆ **Switch to Black.** Switch to the crosspoint defined in the switcher when a playlist stops. The black signal output channel is configured in the device server.
- ◆ **Play Hard Hits.** Use the Play Hard Hits option to start a hard start event with the Play button on the control panel. If this is not set, the operator cannot play an event that has a hard start if the playlist has stopped running.
- ◆ **Contact Start.** To start a playlist with a General Purpose Interface (GPI) contact, click the Contact Start button. Contacts one through eight on Cards One and Two correspond with playlists 1 through 16. Pressing a contact is equivalent to clicking the Play button on the control panel.
- ◆ **Auto A-B Routing.** This option will alternate primary event's switcher routing between the A and B input channels. When enabled, you can use the wipe, mix and mixed transition effects on two consecutive primary events. Otherwise, attempting to do so would cause the transmission to transmit a black screen on the output channel.
- ◆ **Play ID Title Mismatches.** ID Title mismatch checks ID title pairs from the transmission list against the database and cassette in a cart machine. Normally, the ID and titles on the transmission list will match the database and cassette and no errors will be generated by the system when a list is loaded.

**NOTE** This feature is only supported for the Sony LMS environment and requires the use of a tape preparation database product, such as Media Client.

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## As Run Logs

An as run log file stores event and status information, such as errors and reconciliation keys as a transmission list window runs a playlist.

To open an existing as run log, click Open Text... on the File menu and choose an asrun log from the dialog box.

To create and configure an as run log for a transmission list, perform these tasks:

1. Click As Run Logs... on the Properties menu.
2. Click a transmission list for which you want to create and configure as run log reporting. If there are no transmission lists available, click the Add... button and choose a server, then a playlist to add it to the Choose list dialog box.

**NOTE** The Choose Server dialog box appears if your Air Client workstation supports multiple server login.

16 lists display in the Choose List dialog box regardless of how many lists your facility purchased.

3. Click the Edit... button and choose a transmission list to open an As Run Log dialog box.

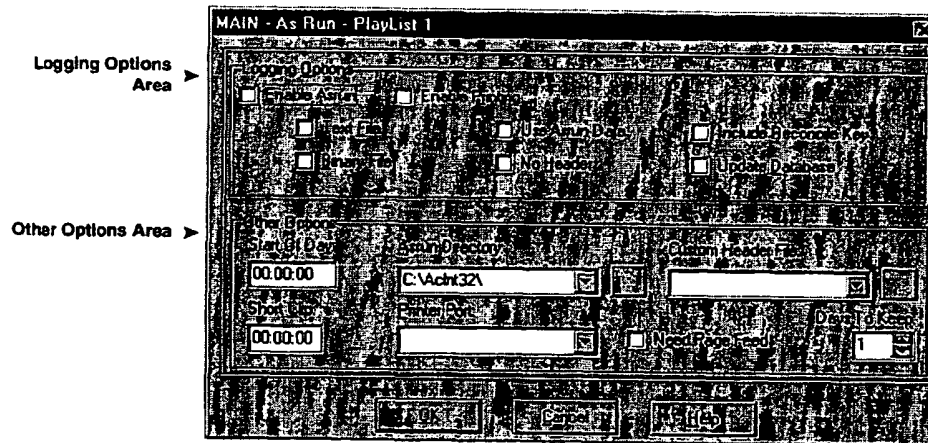


Figure 4-7 As Run Log dialog box

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From the As Run Log dialog box, you can enable and configure as run logging for a transmission list.

## Logging Options

On the Logging Options area of the As Run Log dialog box, you can configure as run logging, file types and functions.

Logging options include:

- ◆ **Enable Asrun.** To enable as run logging for a transmission list, click the Enable Asrun checkbox.
- ◆ **Include Reconcile Key.** This option includes all event's reconciliation keys in an as run log created in text file format only. Reconciliation keys are added to an event generated by the traffic department and identify a specific ID run at a specific time.
- ◆ **Use Asrun Date.** An event's scheduled start time is logged in an as run log file saved in binary file format instead of the system time.
- ◆ **No Header.** No header information is displayed in an as run log file saved in text file format.

You can choose the file format and directory you want to save as run logs, as well as how long to keep them on the disk:

- ◆ **Text File.** Use this option to save an as run log as ASCII text file format.
- ◆ **Binary File.** Use this option to generate an external reconciliation file. The format of this binary file is determined by a Harris-generated .DLL file. The two types of .DLL files are the Sony and the Enterprise, both named asrun.dll or asrun32.dll.
- ◆ **Asrun Directory.** Choose which directory to store as run logs. The default is the root directory of the Air Client application. As run logs are named the same, no matter which server they are written by. Use this feature to specify separate directories for each server so as run log files are not overwritten when using multiple servers.
- ◆ **Days To Keep.** Specify the number of days to keep as run logs before they are deleted.

You can configure as run logs to perform various functions:

- ◆ **Update Database.** When enabled, Air Client will update the media database with the number of times events have played and the date they were last

0 0 0 0 0 0 0 0 0 0 0 0

- ◆ **Enable Printing.** Allows you to print event and status information for each event as it finishes play.

Click the **Need Page Feed** button to advance to a new sheet of paper after printing a full page of as run events. Only enable this if the printer does not support automatic page feeds, such as when sending the as run logs to a laser printer.

- ## Auto List Save

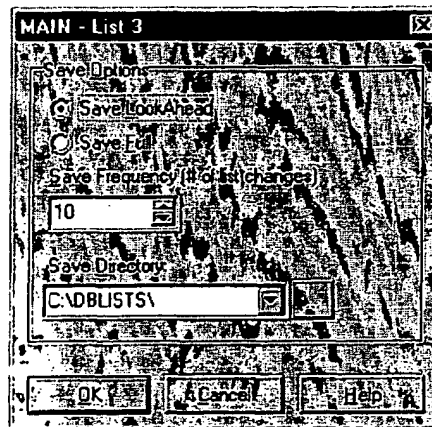
To display a dialog box showing configured lists, click **Auto List Save** on the **Properties** menu. Use this dialog box to perform the following functions:

- ### Transmission List Window



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- ◆ To edit an existing list configuration, click a list and click the Edit... button to open the Auto List Save dialog box.



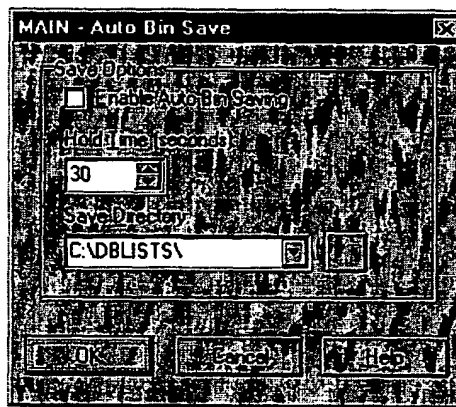
**Figure 4-8** Auto List Save dialog box

Following is a description of each button and field on the Auto List Save dialog box:

- ◆ The Save Lookahead / Save Full options determine if the system will save items that are located in the lookahead or if the whole list will be saved.
- ◆ Save Frequency allows you to set a value to indicate how often the list should save. The frequency is the number of times the list size has changed, such as when the list is packed and done events are removed. This value should be set around 4 to 8. For better performance at the Air Client workstation, set the value to 8. To increase backup safety, use 4.
- ◆ Save Directory. Choose a directory to save the Auto List file.

0 0 0 0 0 0 0 0 0 0 0 0

If Air Client is being used to store a backup copy of the bin maps for the cart machines, click **Auto Bin Save** on the Properties menu.



**Figure 4-9**      **Auto Bin Save dialog box**

Following is a description of each button and field on the Auto List Save dialog box:

- ◆ **Enable Auto Bin Saving** allows all cart machines with savable bins to be saved.
- ◆ **Hold Time.** Set the time (in seconds) when a bin will be saved since it was last changed. When the cart machine's storage is changing, the bins will not be saved. When the cart machine reaches a quiescent state, the bin saving mechanism will wait the specified hold time before saving the bins. If the bins change within this time, then the bins are not saved and countdown until saving restarts at the next quiescent state.

This function allows you to create a new window which lists all missing media events in a playlist. This list is used to identify the media which needs to be pulled from the shelves and inserted into machines to play events. To generate this list, perform the following tasks:

1. Click Pull List on the Events menu.

Choose which order to display events in the Missing Media window.

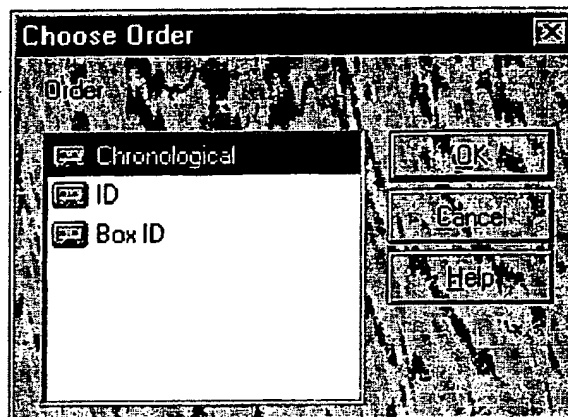


Figure 4-10 Choose Order dialog box

2. From the Choose Order dialog box, click the order in which you wish to sort the list. The options are chronological, ID and box ID.

After you choose an order, the missing media events in the playlist will be displayed in the Missing Media window.

Missing Media events in a playlist.

Event #	ID	Box ID	Title	Start Time	End Time	Status
0269	1012	1012	K&EVENING	00:00:00.00	00:00:00.00	Not Made
1012	1012	1012	DADA DADA	00:00:00.00	00:00:00.00	Not Made
BACCOPE	BACCOPE	BACCOPE	ANOTHER POP SHOW	00:00:00.00	00:00:00.00	Not Made
1012	1012	1012	MONEY STORE	00:00:00.00	00:00:00.00	Not Made
1390	1390	1390	CLEARREST	00:00:00.00	00:00:00.00	Not Made
1373	1373	1373	FAKE TITLE	00:00:00.00	00:00:00.00	Not Made
1381	1381	1381	TACO BELL	00:00:00.00	00:00:00.00	Not Made
1382	1382	1382	NEW LINE CINC	00:00:00.00	00:00:00.00	Not Made

Figure 4-11 Missing Media window

Following is a description of each field:

- ◆ Event #. The number of the event in the playlist.
- ◆ ID. The ID of the event.
- ◆ Box ID 1. The primary box ID of a multispot or Odetics tape (ABOX).

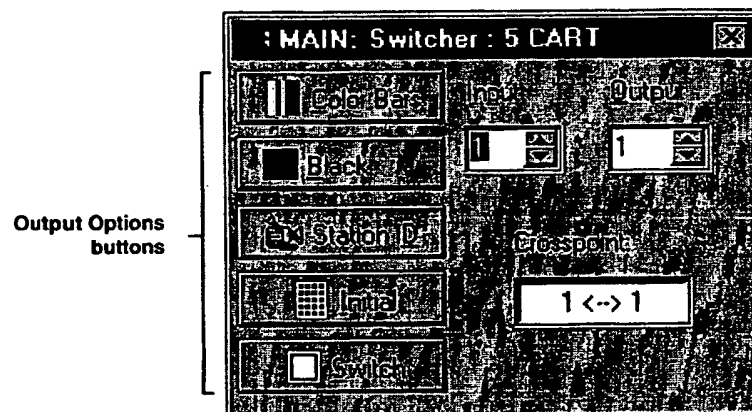
0 0 0 0 0 0 0 0 0 0 0

- ◆ **Box ID 2.** The backup box ID of a multispot or Odetics tape (BBOX).
- ◆ **Title.** The title of the event.
- ◆ **TOD.** Scheduled on-air time of an event (time).
- ◆ **Comment.** Comments made by an operator associated with the event.
- ◆ **Occurrences.** The number of times an event played.

## Switcher

The switcher allows you to broadcast four output options to a specified output path which may be customized by a broadcasting facility.

To open the switcher dialog box, click Switcher on the Resources menu. Then, from the Choose Server dialog box, click a device you wish to define crosspoints for.



**Figure 4-12      Switcher Control Panel**

Before using the switcher, ensure the crosspoints are correctly defined in the Crosspoint: field. To manually define the crosspoint path (instead of using preconfigured output options buttons), perform these tasks:

1. Enter the input source of the output option in the Input field.  
Input and output sources are defined in the device server.

Switcher

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2. Enter the output path in the Output field.  
The output path is the broadcast channel's input source.
3. Click the Switch button.  
The Crosspoint: field displays the new crosspoint.

Alternatively, you can choose one of the four output options to broadcast by clicking an output option button.

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4-24

### Transmission List Window



## Compile List Window

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The compiler is an optional feature of Air Client that allows you to create groups of spots, or pods, to play to air. Compiling spots into pods allows you to air multiple commercial breaks from one device instead of playing spots from multiple devices. Each pod in a playlist plays as a single event and is identified by the compile tape ID.

The compile list window is used to create pods and edit its spots. Editing spots when the pod is loaded in a transmission window may cause unexpected results. You can also play spots from the compile list window, allowing you to assess the air quality of the media.

### Creating a Compile List

A compile list is created identically to a playlist in a playlist window, as described in "Playlist Window" on page 3-1.

To open a compile list window, click View List... from the Resources menu. Then, click a compile list from the Choose List dialog box and click OK.

Insert a Compile  
Tape ID secondary  
event at the top of a  
compile list.

Insert a Break  
secondary event at  
the end of a compile  
list.

MAIN - CompileList 9 : Unthread									
Event	Title	Sec	Type	Time	ID				
1	K5 EVENING TIME		A	00:00:00:00	0269				
2	DADADA		A	00:00:00:00	012				
3	ANOTHER GOR SHOW		A	02:00:01:00	BADGOPS				
4	ANOTHER GOR SHOW		A	00:00:00:00	ID				
5	MONEY STORE		A	02:20:02:00	0371				
6	ANOTHER GOR SHOW		A	02:50:02:00	BADGOPS				
7	CIGARREST		A	04:10:04:00	0390				
8	FAKE TITLE		A	04:40:04:00	1373				
9					0267				
10									
15:49:33 03 NOV 2003 10:50									

Figure 5-1 Compile List window

0 0 0 0 0 0 0 0 0 0 0 0

Also, you can use the compile list window to prepare a list for compiling by performing these tasks:

- NOTE** Events are compiled according to the value in the Type field. Remove A from the Type field to indicate which events you do not want to compile. Only events containing A in the Type field are compiled.

**After creating a compile list, use the compiler's control panel to compile its spots on one tape.**



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## Control Panel

To open the control panel, right-click the compile list window, point to Compiler, then click Panel.

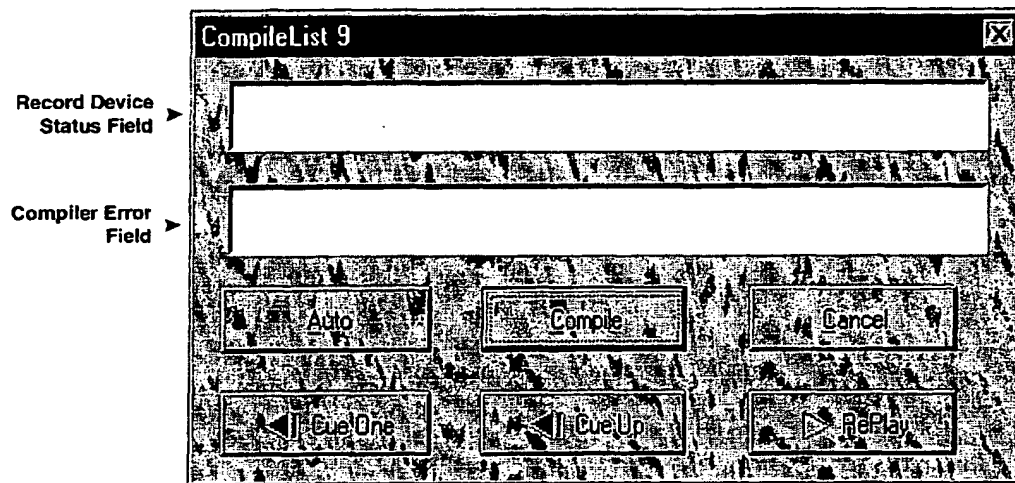


Figure 5-2 Compiler Control Panel

The Record Device Status field displays the status of the compile list's record device, as described in "Status Messages" on page 5-4. The Compiler Error field displays any errors that occur during the compile process, as described in "Compile Errors" on page 5-4.

A description of the function of each button on the compiler control panel follows:

- ◆ **Compile**. The Compile button begins the compile process, beginning with the first pod. This feature will only compile one pod at a time, stopping at each break event allowing you time to insert another tape.
- ◆ **Auto**. The Auto button also begins the compile process, except that the compiler compiles as many pods as will fit on a single tape. The compiler will not stop at each break event; however, each compiled pod remains separated by their secondary compile ID and break events.
- ◆ **Cue One**. The Cue One button cues the tape to the SOM position of a selected event, allowing you to preview it.

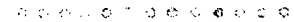
0 7 0 2 0 0 0 0 0 0 0 0

- When a list is compiled, the file is saved with a .CPL extension, instead of the .LST extension.

When compiling, messages appear in the record device status field indicating the status of the compile process. Following is a description of each status message:

- NOTE** Only applicable when compiling in Auto mode.

- When the compiler encounters an error, it displays the error in the compiler error field on the control panel. Following is a description of each error:



- ◆ **No recorders or recorders not threaded.** Either no record devices are assigned to the compiler or there is no recordable media in the devices.
- ◆ **Recorders are still moving.** This error displays if the recorders are still moving when the compile process is initiated.
- ◆ **Unable to thread and/or cue.** Either the recorders did not cue or the first event in the compile list did not cue or thread.
- ◆ **Operation canceled by user.** Displays when the compile process is canceled.
- ◆ **Compile tape mismatch.** The compiler tape ID for the compile list does not match the ID in the record device.
- ◆ **Encountered end of usable tape.** No more recordable media is available for the compiler to record events on.
- ◆ **Unable to locate compilable event.** There are no events in the compile list to be compiled.
- ◆ **Compiler skipped break/POD.** The compiler skipped a break event or pod because of a missing media error.
- ◆ **Record ID has changed.** The compiler detected a different compile tape ID in the compile list than that in the record device. A dialog box appears, allowing you to confirm that you changed the tape in the device.

## Recompiling a Compile List

If you cancel the compile process before the entire list is compiled, or you want to insert another spot in a list that has already been compiled, you must recompile the entire list before playing on-air. Before recompiling the list, however, you must first mark the compiled spots as uncompiled by pointing to Compiler on the right-click menu and clicking Clear Compile Events.

## Other Compile List Functions

The next two functions are optional and may not be available on your Air Client workstation.

### Jam New IDs

Jam New IDs marks a point on a compile list from which to create a Sectional List. A sectional list is a compile list that is recompiled with a new ID and saved with

## Other Compile List Functions

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the extension .SEC. It is identical to the original compile list, except that it contains only the timecode of the original list and not the events.

A sectional list is used to play regional spots in place of the spots recorded in the compile list. Both the sectional list and the compile list must be loaded in separate transmission list windows before aired. To broadcast the sectional list, the compile and sectional list must be played simultaneously. The compiled list references the sectional list to determine when its spots' air. When the spots of a sectional list air, the compile list plays normally; however, in some broadcast regions, compile list spots will be substituted by spots in the sectional list.

## Mark Exception

Mark Exception marks an event in a compiled list as an event to recompile into a sectional list. To create the sectional list, you must change the event ID of all of the events that you have marked as exceptions to another ID. The sectional list is created to play regional spots in place of national spots, so, the ID replacing the original compile ID should be the ID of the regional spot. Spots that are marked as exceptions will have the letter X next to letter A in the Type field of the compile list. For information on event types, refer to "Event Type Field Values" on page 3-5.

These spots are recompiled with the regional spots in place of the national spots. When the sectional list is loaded into a transmission list window, all spots not marked as exceptions are ignored by Air Client. When a sectional list is compiled, the timecode from the original compile list will be transferred on a new tape with the marked exceptions.

## Thread Into VTR

Use this option to specify the VTR in a cart machine to thread the source tape into.



## Resources

The database, device storage and device status windows provide a resource to create playlists and diagnose event or device errors.

### Database Window

The database window lists records in the database which are contained in three files: AS.BTR, ASNOTES.BTR and ASINFO.BTR. The default location of these files is in the directory where the Air Client application resides. If database files are kept in another location, you can configure Air Client to access these files in another directory.

**NOTE** In most broadcast facilities, a single database is stored on a file server which is accessible by all clients.

To configure which directory database files are accessed, click Environment... on the Properties menu, then click the System Directories tab. Enter the directory path in the Database: field. Then, click Database on the File menu.

To display the database window, click Database on the File menu.

Event Fields are displayed in columns.

Multisegment IDs are displayed in a separate window.

Seq/Spot	Title	ID	Start	End	Made On	Plays	Source	Plays
Multiseg	FEUD-WWF	000207	23:59:58.00	03/18/95	03/18/95	09:04:01.00	03/18/95	1
Multiseg	FEUD-WWF	000208	23:59:58.00	03/17/95	03/17/95	09:04:01.00	03/17/95	1
SINGLE	James Bond Ad	001006	03:30:00.00	03/18/95	03/18/95	05:15:00.00	03/18/95	1
ASPO	COORS LIGHT	001007	00:30:00.00	08/27/93	08/27/93	07:17:01.00	08/27/93	1
SINGLE	Genny Light	001018	02:30:00.00	03/18/95	03/18/95	00:15:00.00	03/18/95	1
ASPO	GENNY LIGHT	001018	00:30:00.00	08/27/93	08/27/93	09:53:01.00	08/27/93	1
ASPO	SILK-GREEN HOUSE	001036	00:15:00.00	08/27/93	08/27/93	01:10:02.00	08/27/93	1
ASPO	SILK-GREEN HOUSE	001036	00:10:00.00	08/27/93	08/27/93	02:00:01.00	08/27/93	1
SINGLE	GATOR TATOOR	001052	28:29:00.00	02/13/93	02/13/93	00:15:00.00	07/13/93	1
ASPO	WESTERN IDOL	001052	28:29:00.00	08/27/93	08/27/93	21:29:02.00	08/27/93	1

Figure 6-1 Database window

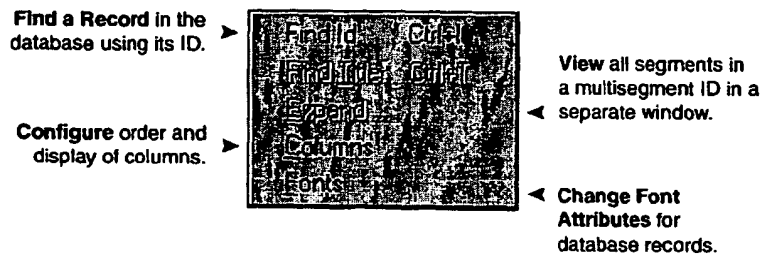
## Database Window

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Following is a description of each field for records in the database:

- ◆ **Seg/Spot.** Material type of a record.
- ◆ **Title.** Title of the spot.
- ◆ **ID.** ID of the material.
- ◆ **Dur.** Duration of the material.
- ◆ **Made On.** Date the media was created.
- ◆ **# Plays.** Number of times material has played.
- ◆ **SOM.** Start of material; time location where a record is stored on the media.
- ◆ **Played.** Last date material was played.
- ◆ **Box ID.** Box ID of the media.
- ◆ **Label Type.** Displays the barcode label format.

Database search and configuration options are found in the right-click menu of the database window.



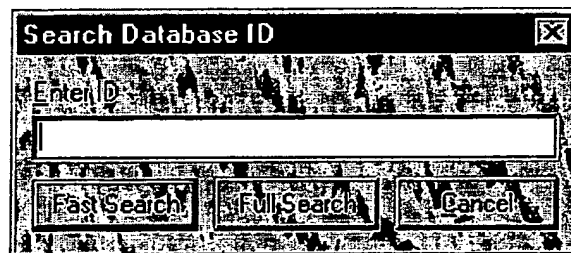
**Figure 6-2 Database window right-click menu**

**NOTE** For information on column and style attribute configuration options, refer to "Window Configuration Options" on page 6-11.

\*\*\*\*\*

## Searching for Records

To search for records in the database, click Find ID on the database window's right-click menu.



▲  
Fast Search displays records which match the text entered in the Enter ID field.

▲  
Full Search displays all records in the database.

**Figure 6-3** Search Database ID dialog box

Use the Search Database ID dialog box to perform the following search functions:

- ◆ To display every record in the database, click the Full Search button.
- ◆ To search for a specific ID and display it in the database window, enter the ID in the Enter ID field and click the Fast Search button.
- ◆ To perform a wildcard search, specify the text you want the ID to contain and click the Full Search button.

Records are listed in alpha-numerical order by the ID field. The Seg/Spot field displays the event type of a record, such as, library box, A or B spot, multisegment or single spot. The remaining fields, such as the title, ID and duration provide added details to ensure the desired information is inserted into a playlist.

0 0 0 0 0 0 0 0 0 0 0 0

Multisegment IDs can be viewed in a separate window. To view segments in a multisegment ID, click it, then click **Expand...** on the database window's right-click menu.

**Select a Segment to**  
insert into a playlist. ➤

Database Search By ID - Found									
SPR	SPR	001007	0009511618	00.00.00.00	02/27/01	08/27/99	0	08/27/99	

The Database Search by ID window allows you to move individual segments to a playlist. For more information on moving database records to a playlist, refer to "Moving Spots and Records to Playlists" on page 6-11.



Device Status Window

## Device Status Window

The device status window allows you to check the connection status of devices assigned to a specific device server and provides other device information to help you identify the source of event errors.

To open the device status window, click Device Status on the Resources menu.

Device Status Fields  
are displayed in  
columns.

Device with an  
unthreaded status.

Port	Device	Status	Device Type	Device Name	Device ID	Device Path	Device Status	Device Error	Device Info
1	Device 1	UNTHRD	Device 1	Device 1	Device 1	Device 1	Device 1	Device 1	Device 1
2	Device 2	UNTHRD	Device 2	Device 2	Device 2	Device 2	Device 2	Device 2	Device 2
3	Device 3	STANDBY	Device 3	Device 3	Device 3	Device 3	Device 3	Device 3	Device 3
4	Device 4	STANDBY	Device 4	Device 4	Device 4	Device 4	Device 4	Device 4	Device 4
5	Device 5	STANDBY	Device 5	Device 5	Device 5	Device 5	Device 5	Device 5	Device 5
6	Device 6	STANDBY	Device 6	Device 6	Device 6	Device 6	Device 6	Device 6	Device 6
7	Device 7	UNTHRD	Device 7	Device 7	Device 7	Device 7	Device 7	Device 7	Device 7
8	Device 8	UNTHRD	Device 8	Device 8	Device 8	Device 8	Device 8	Device 8	Device 8
9	Device 9	UNTHRD	Device 9	Device 9	Device 9	Device 9	Device 9	Device 9	Device 9
10	Device 10	UNTHRD	Device 10	Device 10	Device 10	Device 10	Device 10	Device 10	Device 10
11	Device 11	ON LINE	Device 11	Device 11	Device 11	Device 11	Device 11	Device 11	Device 11
12	Device 12	LOCAL	Device 12	Device 12	Device 12	Device 12	Device 12	Device 12	Device 12
13	Device 13	STANDBY	Device 13	Device 13	Device 13	Device 13	Device 13	Device 13	Device 13
14	Device 14	STANDBY	Device 14	Device 14	Device 14	Device 14	Device 14	Device 14	Device 14
15	Device 15	UNTHRD	Device 15	Device 15	Device 15	Device 15	Device 15	Device 15	Device 15
16	Device 16	STANDBY	Device 16	Device 16	Device 16	Device 16	Device 16	Device 16	Device 16
17	Device 17	STANDBY	Device 17	Device 17	Device 17	Device 17	Device 17	Device 17	Device 17
18	Device 18	STANDBY	Device 18	Device 18	Device 18	Device 18	Device 18	Device 18	Device 18
19	Device 19	STANDBY	Device 19	Device 19	Device 19	Device 19	Device 19	Device 19	Device 19
20	Device 20	STANDBY	Device 20	Device 20	Device 20	Device 20	Device 20	Device 20	Device 20
21	Device 21	STANDBY	Device 21	Device 21	Device 21	Device 21	Device 21	Device 21	Device 21
22	Device 22	STANDBY	Device 22	Device 22	Device 22	Device 22	Device 22	Device 22	Device 22
23	Device 23	STANDBY	Device 23	Device 23	Device 23	Device 23	Device 23	Device 23	Device 23
24	Device 24	STANDBY	Device 24	Device 24	Device 24	Device 24	Device 24	Device 24	Device 24
25	Device 25	STANDBY	Device 25	Device 25	Device 25	Device 25	Device 25	Device 25	Device 25
26	Device 26	STANDBY	Device 26	Device 26	Device 26	Device 26	Device 26	Device 26	Device 26
27	Device 27	STANDBY	Device 27	Device 27	Device 27	Device 27	Device 27	Device 27	Device 27
28	Device 28	STANDBY	Device 28	Device 28	Device 28	Device 28	Device 28	Device 28	Device 28
29	Device 29	STANDBY	Device 29	Device 29	Device 29	Device 29	Device 29	Device 29	Device 29
30	Device 30	STANDBY	Device 30	Device 30	Device 30	Device 30	Device 30	Device 30	Device 30

Figure 6-5 Device Status window

Following is a description of each field column in a device status window:

- ◆ **Port.** Specifies which port a device is connected to. The status of a disk port is displayed on one line for each head. When playing, one line displays the status of the on-air event and the other displays the status of the next spot to air.
- ◆ **Device.** Displays the device name and type. To open a VTR device's control panel, double-click the VTR in the device status window. The control panel only opens if the VTR contains a tape and is properly connected and configured. For more information on the VTR device control panel, refer to "Software Control Panel" on page 4-4.

0 0 0 0 0 0 0 0 0 0 0 0

- |                   |  |
|-------------------|--|
| <b>No dev</b>     | No device is connected to the specified port.                  |
| <b>No comm</b>    | Air Client is unable to communicate with the specified device. |
| <b>Unthreaded</b> | The device is not threaded.                                    |
| <b>Cued</b>       | The device is cued.  |
| <b>Play</b>       | The device is playing a spot.                                  |
| <b>Standby</b>    | The device is in standby.                                      |
| <b>Online</b>     | The device is online.  |
| <b>Offline</b>    | The device is offline.   |

- The status bar displays the time of a device server. Time source originating from a PC is represented by the letter P. The letter T represents time from a timecode generator and the letter V for reference video.

NDF and DF represent drop frame status for a broadcast facility. When drop frame is off, NDF displays in the status bar, for example.

The color of a device also signifies its status. By default, when a device is black, its status is normal and its events may be added to a playlist. Devices that are green are in use by a playlist in a transmission window. If a device is not connected or responding, the spot displays in red in the device status window.

To change the default status colors, perform the following tasks:

1. On the Properties menu, click Environment and then click the Status Colors tab on the Environment Options dialog box.

Define default device status window colors. ➔

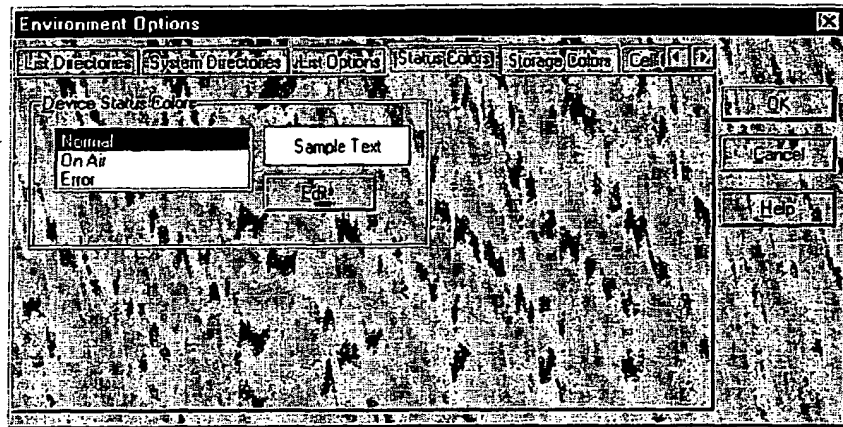


Figure 6-6 Status Colors tab

2. Click a status from the Status Colors field and click the Edit... button to specify a custom color.

## Device Storage Window

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## Device Storage Window

The device storage window lists the media in a device connected to a specified server. When an event cannot be found, you can use the device storage window to verify that its information matches the spot ID on the device.

Also, when creating or editing playlists, you can lookup spots on a device's media. You can search for a spot's ID or title and then drag it to a playlist window. Use the database, which is accessible on the right-click menu of the device storage window, to access a spot's record information.

To open a device storage window, click Device Storage on the Resources menu and click a device from the Choose Device dialog box.

Event Data Field  
Columns

Num	Spot ID	Title	Status	Duration	Start	End	Tag	Device
1	0269	7-EVENING	OK	00:00:30	00:00:00	00:00:30	A001	127 D
2	0681	DA DADA	OK	00:00:30	00:00:00	00:00:30	A002	127 D
3	1012	MONEY STORE	OK	00:00:30	00:00:00	00:00:30	A003	127 D
4	1371	FAKOSITUS	OK	00:00:30	00:00:00	00:00:30	A004	127 D
5	1973	TADOREST	OK	00:00:30	00:00:00	00:00:30	A005	127 D
6	1990	CIGARREST	OK	00:00:30	00:00:00	00:00:30	A006	127 D
7	1392	NEWLINE ONE	OK	00:00:30	00:00:00	00:00:30	A007	127 D
8	1398	20TH CENTURY	OK	00:00:30	00:00:00	00:00:30	A008	127 D
9	4351	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A009	127 D
10	4362	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A010	127 D
11	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A011	127 D
12	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A012	127 D
13	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A013	127 D
14	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A014	127 D
15	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A015	127 D
16	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A016	127 D
17	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A017	127 D
18	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A018	127 D
19	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A019	127 D
20	4369	KENTUCKY FRIED	OK	00:00:30	00:00:00	00:00:30	A020	127 D

Status bar

Figure 6-7 Device storage window

Following is a description of each field column in a device storage window:

- ◆ Num. The number of the spot in the window.
- ◆ Spot ID. The ID of the media located in the device.
- ◆ Title. The title of the media located in the device.

- The status bar displays the time of a device server. Time source originating from a PC is represented by the letter P. The letter T represents time from a timecode generator and the letter V from a reference video.

The second tray in the status bar displays the number of spots on the device. The third tray displays the number of minutes used on a disk and the remaining available minutes. The last tray displays the device's status.

To change the default status colors, perform the following tasks:

## Device Storage Window

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1. On the Properties menu, click Environment and then click the Storage Options tab.

Define default device storage window colors.

Enable the display of free disk space in the device storage window.

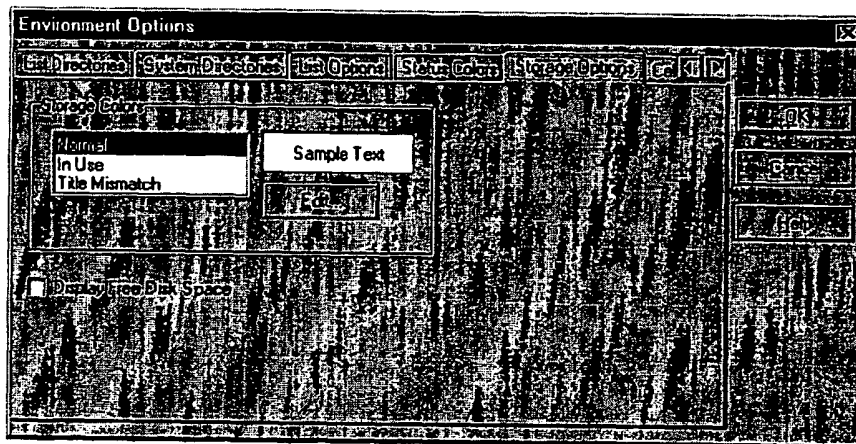


Figure 6-8 Storage Options tab

2. Click a status from the Storage Options field and click the Edit... button to specify a custom color.

To display the amount of unused disk space on a device in the device storage window, click the Display Free Disk Space button.

## Protecting and Removing Spots

Spots in a device storage window can be delete-protected in the device storage window to ensure they are not removed from the media. You can also remove spots so they are no longer available for air.

To remove, protect and unprotect spots, use the right-click menu of the device storage window.

- ◆ To remove an event from the device storage window, click the event, then click Remove on the right-click menu or press Delete.
- ◆ To protect an event from deletion, click the event, or a range of events, and click Protect on the right-click menu. Protected events display a P in the Status column.

- ## Searching for Events

## Moving Spots and Records to Playlists

## Moving a Record

You can also click a record, then click **Cut** on the **Edit** menu. Click the event in a playlist after which you want to insert the cut record, then click **Paste** on the **Edit** menu.

## Multiple Records

Instead of dragging a selection range to a playlist, you can click **Cut** on the **Edit** menu, click the event after which you want to insert the range and click **Paste** on the **Edit** menu.

## Window Configuration Options

The style attributes and column order and display are configured with the right-click menu of any resource window. For information about font style attributes and column order and display, refer to "Style Attributes" on page 3-32 and "Field Column Display and Order" on page 3-34.

## Window Configuration Options

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